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Games Master

No, you shut YOUR mouth... Oh. Okay. Right you are then. ...With all three next gen consoles getting WWE grappleage, GM had to be there at ringside for an exclusive playtest (p.72). That's as well as reviewing Mazza's new game (p.82) and giving you a free book that WILL save you money, given half a chance. It's all a page turn away!

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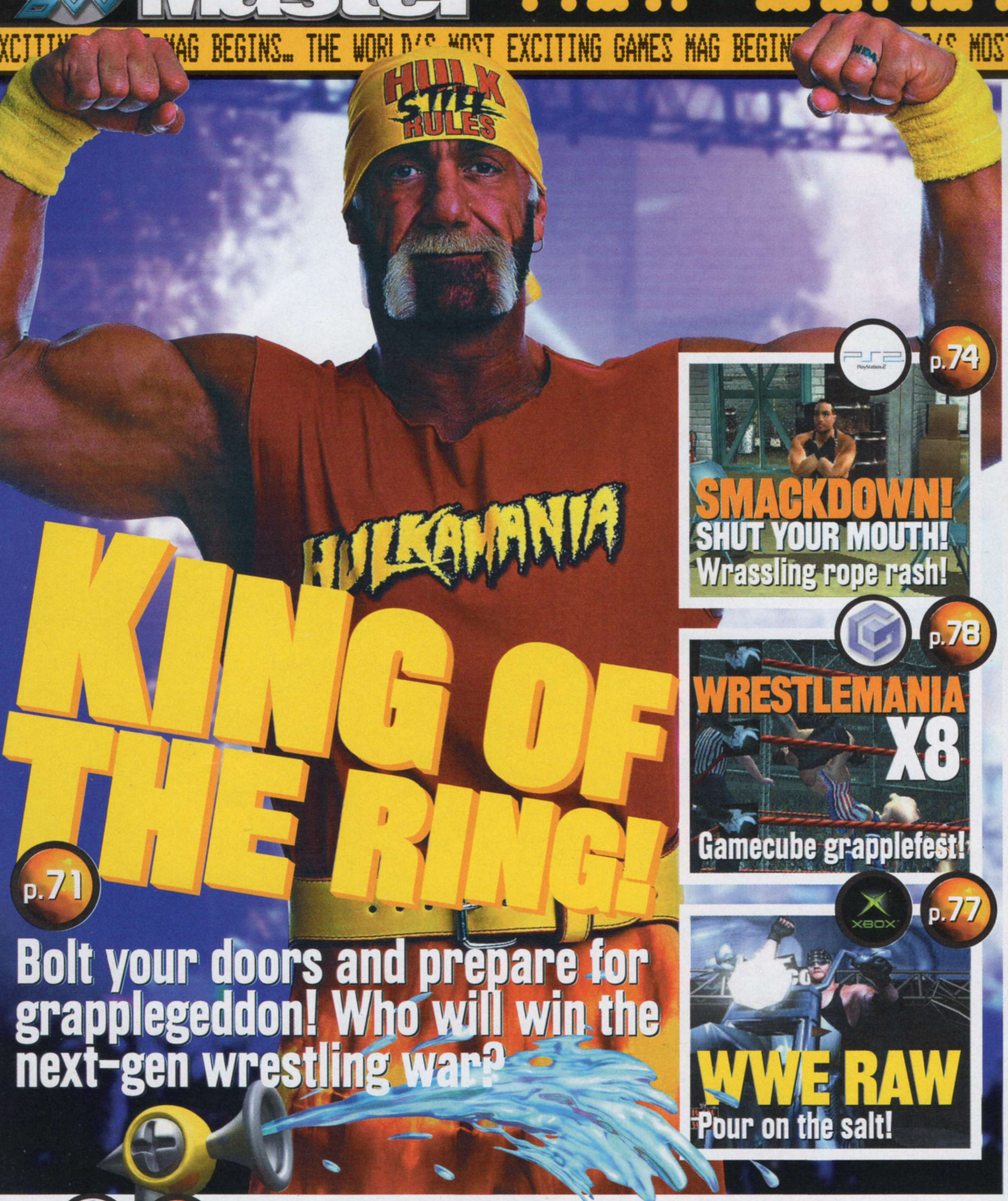

KING OF THE RING!

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Bolt your doors and prepare for grapplegeddon! Who will win the next-gen wrestling war?

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SMACKDOWN!

SHUT YOUR MOUTH! Wrassling rope rash!

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WRESTLEMANIA X8

Gamecube grapplefest!

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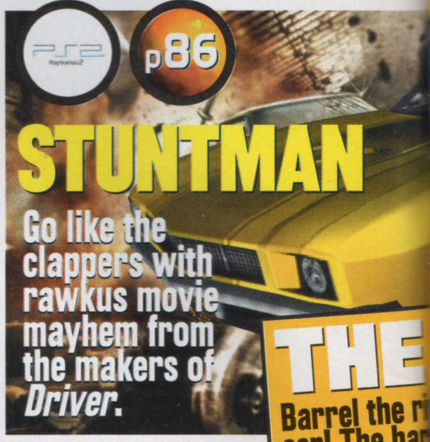
WWE RAW

Pour on the salt!



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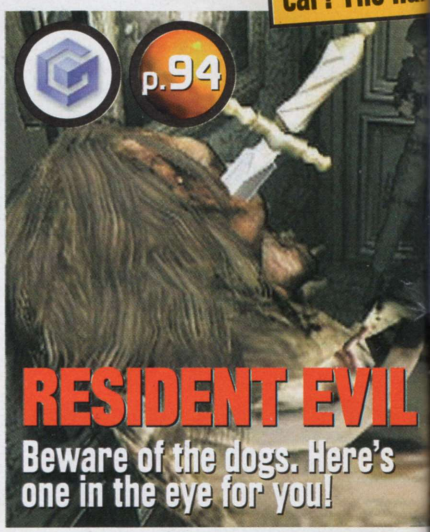
STUNTMAN

Go like the clappers with rawkus movie mayhem from the makers of *Driver*.

THE

Barrel the r... car! The har...



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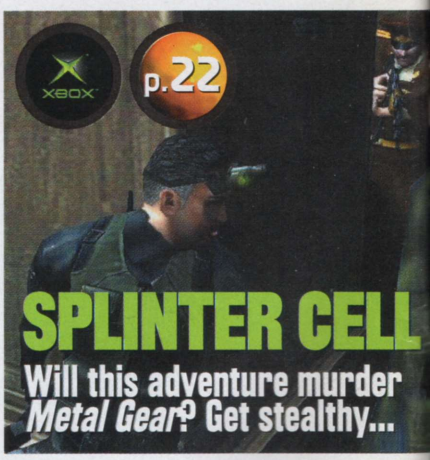
RESIDENT EVIL

Beware of the dogs. Here's one in the eye for you!



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SPLINTER CELL

Will this adventure murder *Metal Gear*? Get stealthy...

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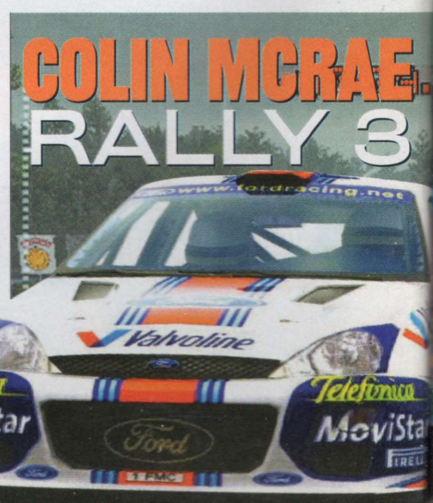
SUPER MARIO SUNSHINE

Super Mazza shines on! Is this his greatest game yet?



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START READING... NOW!
You're only a *Team GM* away from the hottest gaming goss in the business...

Games Master

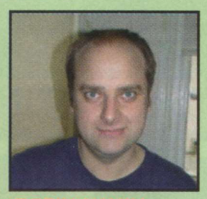
TEAM GM

Who's King of the Ring in #124!

READER of the MONTH!

CHRIS POLLARD
YELLOW COAT

This month our bestest pal is Chris who has played with his GameCube so much that he's mucked up his fingers. What a guy! The doctor told him he had an ailment called Tenosynovitis, although we prefer to call it Nintendinitis. We hope it clears up soon fella, and that you get back to your (vaguely) normal self. Until then try playing games with your thumbs a little more.



ROBIN ALWAY
CARDINAL SIN

Fave Game This Month: Mario Sunshine
Worst Game: Daikatana
Fave Mario Game: Super Mario World
Fave Style of Wrestling: Ultimate Robot Wrestling (from *Futurama*)

TOM EAST
LITTLE BIG MAN

Fave Game This month: Mario Sunshine
Worst Game: Men In Black 2
Fave Mario Game: Mario 64
Fave Style of Wrestling: Sumo

Raised in the toughest Convent in Woking, Sin had to wrestle the Sisters everyday just to earn his breakfast. Over the years he developed an Orthodox Catholic style including his famous finishing move 'The Habit Breaker!'

After a horrific bingo accident, doctors told Paul that he would never play the piano again. Which was a shame as he was about to start lessons the next week. Since then he's been a seething mass of rhythmical rage! He can do things with a flugel horn and a pair of castanets that will make your hair curl.

Children cry and women faint at the very sight of him. His sheer size makes him almost a freak of nature! Behold the biggest Pygmy in the world – five foot eight inches of medium-sized fighting terror! Fear him!

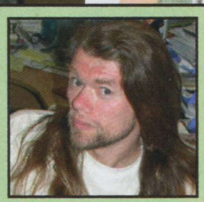
PAUL TYSALL
INSTRU-MENTAL

Fave Game This Month: Splinter Cell
Worst Game: Neverwinter Nights
Fave Mario Game: Plumbing in Soho
Fave Style of Wrestling: Bishop Wrestling

ALI TURNER
FISH STRATOS

Fave Game This Month: Mario Sunshine
Worst Game: BloodRayne
Fave Mario Game: Mario Tennis
Fave Style of Wrestling: Naked male mudwrestling

Dazzling smile, pneumatic chest and the smell of the fishmongers. Able to 'pike' off the turnbuckle and leave them 'hake'-ing. Best start praying to 'cod'.



ROY DELANEY
THE JOCK

Fave Game This Month: Go! Go! Beckham
Worst Game: MIB2
Fave Mario Game: Super Mario Bros 3
Fave Style of Wrestling: Old Skool British

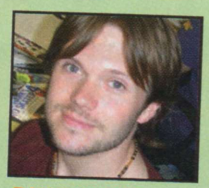
With the feared war cry "That look is SO last season!" Andy Cabbage gives his opponents a proper mincing. All quail before his signature move 'The Makeover'.

RICHARD MEVILLE
'CAMP MAN' ANDY CABBAGE

Fave Game This Month: Hitman 2
Worst Game: Lost Kingdom
Fave Mario Game: Super Mario World
Fave Style of Wrestling: Street style

Can you smell what the Jock is cooking? That's right: neeps, tatties and deep fried Mars bars. Chokes opponents with the 'Artery Block' and then incapacitates them with his 'Special Brew'. Likes fighting in bus stations.

A crowd favourite thanks to catchphrases like 'Is it cold in here or is it just me' and 'I'm sure I left the iron on'. He's one of the 'craziest' fighters around thanks to bed wetting and issues with his mother!



DAN DAWKINS
THE ULTIMATE WORRIER

Fave Game This Month: Colin McRae 3
Worst Game: Gore
Fave Mario Game: Donkey Kong
Fave Style of Wrestling: Thumb

SCOTT LONGSTAFF
THE UNDERWEARER

Fave Game This Month: Stuntman
Worst Game: Enclave
Fave Mario Game: Mario Kart 64
Fave Style of Wrestling: Mud

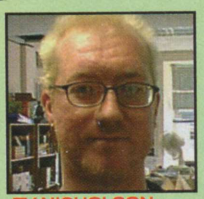
OLLIE HURLEY
D'VON 'FROM' DUDLEY

Fave Game This Month: Mario Sunshine
Worst Game: Simpson's Skateboarding
Fave Mario Game: Mario Kart 64
Fave Style of Wrestling: Lucha Libre

As tough as black country iron, D'Von grew up fighting lions in the local zoo. Often thought to be slow witted, his killer finisher 'Ta-ra a bit' should not be underestimated.

After a freak hosiery accident which left him with permanent Y-fronts (like Action Man), the Underwearer needed an outlet for his impotent frustration. He has blistered around the ring ever since. All who face him have hit the skids.

With his usual outfit of red coat and black hat, he and his thirty team-mates (The Houndz) have defeated a succession of small, non-threatening, ginger opponents, always giving them 'The Horn'. Likes rabbits and pheasants as pets leading to his nickname: The Game.



ZY NICHOLSON
HUNTER HORSE HOUNDSLEY

Fave Game This Month: Mario Sunshine
Worst Game: TOCA
Fave Mario Game: Super Mario World
Fave Style of Wrestling: Catch-as-Catch Can

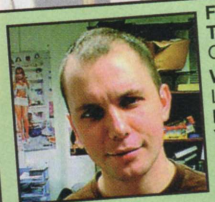
DAN CURLEY
PORKMEISTER

Fave Game This Month: Blinx
Worst Game: Men In Black 2
Fave Mario Game: Mario 64
Fave Style of Wrestling: World of Sport

Son of a South Wales mining family, he used to wrestle for vegetables in the famous 'Busting for a Leek' contest in the Rhondda. Has not wrestled professionally as no announcer can introduce him.

STEVIE C
HWYL LLYDDWS

Fave Game This Month: Stuntman
Worst Game: Reign of Fire
Fave Mario Game: Super Mario Kart
Fave Style of Wrestling: Female Mud



JOEL SNAPE
CHRIS HADRIAN

Fave Game This Month: Onimusha
Worst Game: Lost Kingdom
Fave Mario Game: Yoshi's Island
Fave Style of Wrestling: Backyard

Trained and developed by an Italian coach, built quite literally like a brick wall and at only five feet tall, Hadrian seems an unlikely competitor. Yet he has had considerable success at holding back opponents in the Scottish leagues.

This guy knows all the angles. Utilising his kill '360 degrees of pain' he became 'King of the Ring' in the Luton underground nerd leagues. Can only be stopped by being stronger than him.

DAVE HARRISON
COLIN 'PROTRACTOR' POINDEXTER

Fave Game This Month: Disney Soccer
Worst Game: Formula One Arcade
Fave Mario Game: Mario Golf
Fave Style of Wrestling: Lancashire

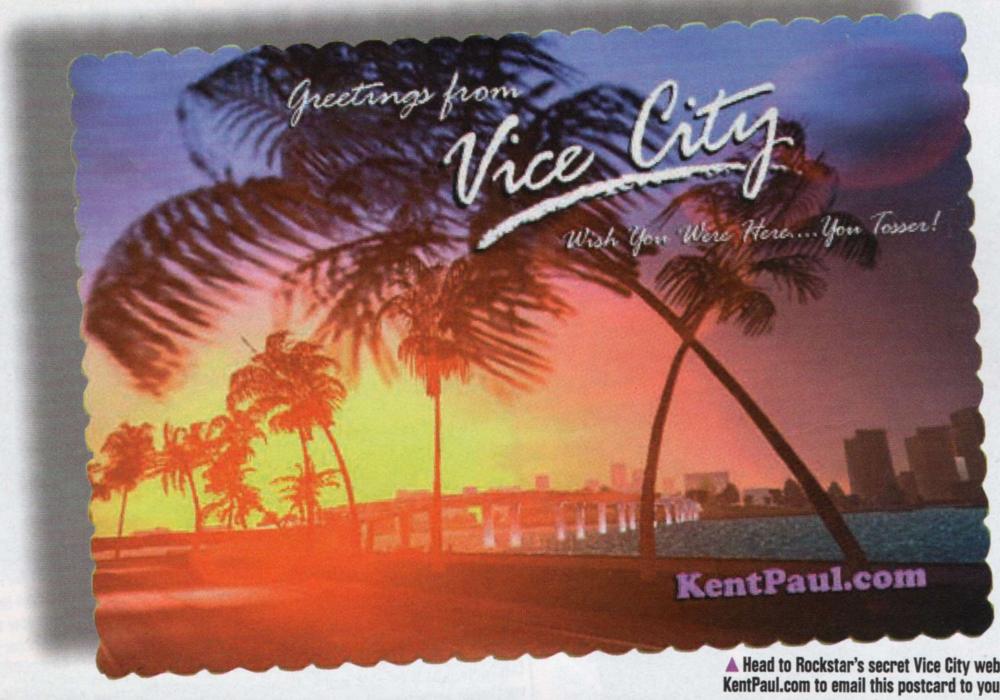
Raised on a Norfolk pig farm, Porkmeister had a lot of time to perfect his moves on fat old sows, but after they kicked him out of Ritzy's he had to practice on the pigs.

HEREWARD FELDWICK
CHUCK 'CHANGING' RUMES

Fave Game This Month: Stuntman
Worst Game: House of the Dead 3
Fave Mario Game: Super Mario World
Fave Style of Wrestling: Suffolk Backhold

Famed for his inappropriate and hideous costumes which he attempts to put on to his opponents as a finishing move. Ringside assistance is provided by his manager Carol Grinny.

HOT NEWS



▲ Head to Rockstar's secret Vice City website KentPaul.com to email this postcard to your mates

NEW CRIME WAVE!

» GTA: Vice City rumours! Plus Driver 3 announced!

That far-off sound of sirens and bad 80s music can mean only one thing: *GTA Vice City* is getting closer.

After the E3 unveiling of the 1980s Miami-style setting (and PS2 exclusivity), Rockstar have released the first ever "in-game" screen as a postcard on a fake 80s nostalgia site, kentpaul.com. Plus we've sneaked a look at the finished box art to see what it gives away... (See below).

The sequel to the best selling PS2 game ever has also attracted some, er, 'heat'. Most notably, *Driver 3* has finally been confirmed for release on PS2, GC, Xbox and PC sometime in 2003 *and* will feature Miami as one of its four cities.

Meanwhile, whispers have reached GM about *GTA4*. We've heard it'll be a massively multiplayer online game across all formats. More, much more, next month!

VICE CITY BOX SQUEALS!

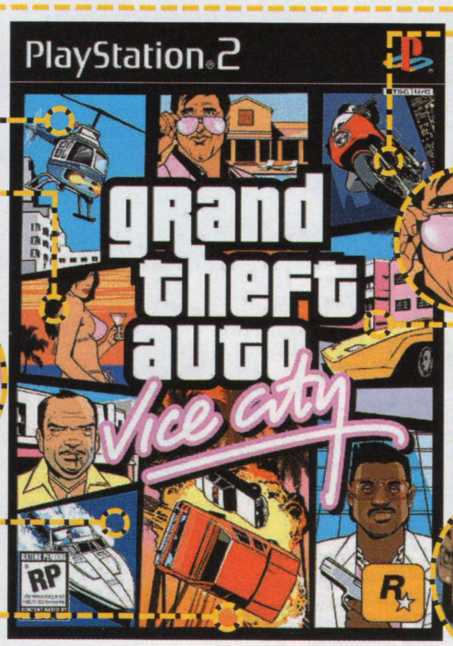
The choppers are back, but can you climb in them this time round? After the frustration of the Dodo we're praying for 'em to be flyable!

The babes are back and in bikinis. Cocktails are the order of the day and the girls can be too, if you've got the cash!

TONY CIPRIANI?: His criminal empire was probably just getting going in the 80s. Did he make enough cash for a wig?

Forget cumbersome police boats, Miami has executive speed boats which are ideal for evading the cops and rival gangs.

Cop killin' car explosions return and are as controversial as ever. Expect an 18 rating.

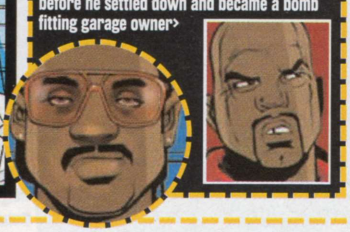


You wanted them and Rockstar have included them. Probably. Weave between heavy traffic and get chased by biker gangs.

DONALD LOVE?: Is this the corrupt business man in his 80s guise? but how did he make his fortune in Miami? The matching pink suit and shades suggest a past in pimping.

That's a Lamboughini Contach. The low down 80's sports classic is horrendously fast and a must for the rich and famous.

8-BALL?: Could this be Mr Ball in the 80s before he settled down and became a bomb fitting garage owner>



The Rat Pack

GTA: Vice City isn't the only crim sim hitting the streets in the next year. There are loads of rivals on the way, all promising fast cars, crowded city streets and good, old fashioned crime. Here're the drug runners and joyriders.

GAME: TRUE CRIME: STREETS OF LA
FORMAT: PS2
OUT: 2003
IN A NUTSHELL: Beverly Hills cop style free roamer with guns, fast cars and brilliant car chase shoot outs. See next issue for the full lowdown.
WHY IT COULD BEAT GTA: The killer visuals look much better than the original Liberty City. It certainly turned heads at E3.
WHY IT WON'T BEAT GTA: Breaking the law is more fun than being the law. Capice?

▲ Featuring Gotham style visuals and speed, True Crime is the best looking crim sim yet.

GAME: DRIVER 3
FORMAT: PS2, Xbox, GC, PC, GBA
OUT: 2003
IN A NUTSHELL: Next gen sequel to the car chase classic set in Miami, Venice and Istanbul.
WHY IT COULD BEAT GTA: Loads of locations based on the impressive Stuntman engine.
WHY IT WON'T BEAT GTA: If Tanner walks like he did in *Driver 2*, he'll get caught in the crossfire!

GAME: THE GETAWAY
FORMAT: PS2
OUT: Nov
IN A NUTSHELL: *Lock Stock* gangster fest set in central London where you can be the good or bad guys.
WHY IT COULD BEAT GTA: Familiar landmarks and cockney voice overs could create the ultimate UK gangster sim.
WHY IT WON'T BEAT GTA: Judged on its E3 showing, *The Getaway* puts too much importance on cinematics rather than gameplay.

GAME: MIDTOWN MADNESS 3
FORMAT: Xbox
OUT: Nov
IN A NUTSHELL: Rampage across Washington in luxury cars, choosing to be anything from a pizza boy, taxi driver or secret agent.
WHY IT COULD BEAT GTA: The power of Xbox creates huge levels and the best looking cars in a crime sim.
WHY IT WON'T BEAT GTA: Would you rather be a gangster with a Glock or a pizza boy? *Midtown Madness* is about racing not crime.

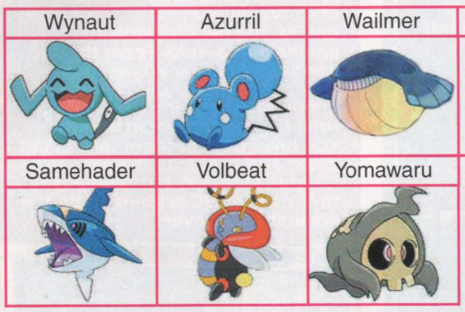
▲ The classic PC driving game races onto the box, with a huge load of vehicles in tow. These cars are even better looking than GTA3's.

p. 10 **XBOX EXPOSE**
Microsoft unveil their new line up including *Brute Force*, *Kung Fu Chaos*, *BC*, *Unseen* and *Psychonauts*. Never heard of'em? Go to P10!

p. 12 **BALLS & BABES**
GM exposes the new volleyball craze. Meet the busty babes of *DOA*, steroid filled senioritas of *Beach Spikers* and, um, the feline freaks of *Klonoa*.

p. 14 **TONY HAWK'S 4**
The Hawkster heads to San Francisco, rescuing citizens from seals and grinding across entire piers. Grab your deck, knee pads and start skitching to P14 to see new GM's brand new screens!

E BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST ♦ THE BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST! ♦



POKÉMON LIVES

>> Two new Pokémon games hit GBA

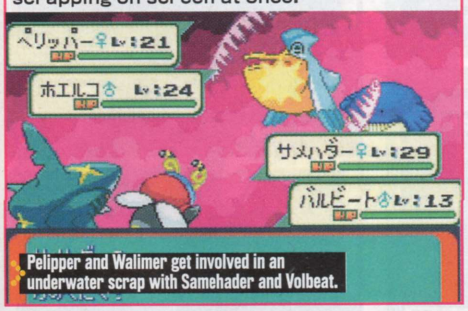
Last month we suggested Ninty were being too quiet about *Pokémon GBA*. Almost as if they were actually taking a blind bit of notice of our rantings, they've confirmed the release date and proper titles of the next wave of the 'Mon!

The new GBA games will be called *Pokémon Ruby* and *Sapphire* and will be released in Japan on November 21. There is no confirmed UK release date as yet, but apparantly Ninty aren't planning a repeat of the farce which saw us get our hands on *Gold* and *Silver* almost a year after it had been released in Japan. So expect to see 'em early 2003.

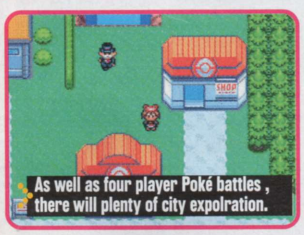
And you can expect a completely different Poké experience than ever before. Not only are there 351 *Pokémon* to catch, but the battle system has been completely revamped. Now you can only pick two Poké to go into battle, but you can use your characters in battle at the same time in a kind of *Pokémon* tag team face off. Ninty still haven't told us who that kid with the hanky on his head is, but expect monthly updates from now on. For now just clap your eyes on these new shots.

Poké Tag!

Yep, for the first time in *Pokémon*'s glorious history there will be four critters scrapping on screen at once.

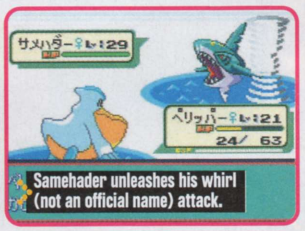


Pelipper and Walimer get involved in an underwater scrap with Samehader and Volbeat.


As well as four player Poké battles, there will plenty of city expolration.

This new trainer lobs his Poké balls at Kinococo and Wynaut.

Nintendo still haven't told us who this silver haired boy is. Grrrr.



Samehader unleashes his whirl (not an official name) attack.

STOP PRESS: TOP PC SHOOTER SERIOUS SAM COMING TO XBOX

GBA owners are the only ones who will get a brand new *Sonic* adventure and the good news is that it's looking even better than the last game.

SONIC BOOM!

>> Sega's three new Sonic Adventures!

Sonic's best mates with Nintendo now. And after making his million seller debut on GBA in *Sonic Advance*, Sega are hitting Ninty machines with three more *Sonic* games.

But before you wet your Y's with excitement, the only brand new Sonic game is *Sonic Advance 2* for GBA. Meanwhile GameCube has to make do with a conversion of the Dreamcast classic *Sonic Adventure* and even more old *Sonic* classics in *Sonic Mega Collection* (likely to be a collection of Mega Drive and Saturn Games).

So GBAers are getting the best deal with a whole new adventure, *Sonic Advance 2*. Unveiled at the World Hobby Fair in Japan it's going it be loads faster than the first game with even bigger loops for the Hog to spin around. *Sonic Advance 2* and *Sonic Mega Collection* will be released in Japan at the end of the year, so expect them to hit UK shelves early in 2003.

It looks better than Sonic Advance and this time Sonic will move even faster off the spring boards.

You can fly through the levels as Tails as well.

STOP PRESS: TONY HAWK SIGNS TO STAR IN ACTIVISION GAMES UNTIL 2015.

SCANDAL MONGER

Look it's Piece Brosnan's hand! *007: Nightfire* uses the Bond actor's likeness.

BOND IS BACK

EA continue to create original Bond games such as *007 NightFire* which, although not based on new film *Die Another Day*, will feature the likeness of Pierce Brosnan. Confusingly, the game will debut alongside the release of *Die Another Day*, and will no doubt feature a grumpy actor complaining about having to do endless press junkets.

DVD GEAR

Konami are releasing a new PS2 only *Metal Gear* 'feature'. Entitled The Document of *MGS 2*, viewers can explore real time *MGS 2* environments and discover hi res versions of hidden FHM posters. There's a playable VR mode and character costumes can be edited but, alas, Konami haven't confirmed a UK release.

DOA 4 2003

Inbetween creating the bootylicious *Dead or Alive Extreme Volleyball*, Team Ninja have confirmed that *Dead or Alive 4* will debut next year. Team Ninja haven't leaked any details of new booty friendly characters but perhaps volleyball swimsuits aren't out of the question...

WWE RAW

Hot from it's Xbox debut, *WWE Raw* is now heading to PC, so office workers all over the world can get down and dirty with their super heroes. The game is a direct port of the Xbox version, so don't expect any big surprises.

FUTURE FOX

Fox have announced that they are working on GBA versions of *The Simpsons Road Rage* and the recent Xbox hack and slasher *Buffy The Vampire Slayer*. Both games will be released in 2003.

WHAT'S ON THE BOX?

Xbox line up screens overload!

Microsoft have unleashed super screenage for all the killer games slated for release over the next twelve months, and they're all looking eye-scrapingly ace.

Reeling from the loss of *Grand Theft Auto* and *Tomb Raider* to PS2, it was all looking a bit bleak for Xbox at the start of the summer. But, as these fresh screens and facts show, their highly original line up could well change all that.

As well as biggies *Brute Force* and *BC*, other crackers include action packed sword slasher and remake of classic 80s coin-op, *Ninja Gaiden*, serious looking beat-'em up ups *Tao Feng* and *Kakuto Chojin* , cartoony caveman adventure, *Tork*, unique paranormal adventure *Psychonauts* and the incredibly strange and little seen adventure *Unseen*. More on 'em next ish.

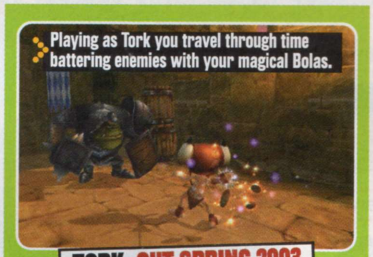
BRUTE FORCE Aside from *Blinx*, this sci-fi squad based shooter is probably Microsoft's biggest hope for the year. Released early next year, you'll be switching between four different commandos (there's a sniper specialist, an assault trooper and a feral alien) you have to blast baddies with Sniper Rifles, Sonic Cannons and Psychic Blasts. Even better, your shooting skills increase as you play.

BRUTE FORCE: OUT NOV 2002

Here's your gang of shooters. You can switch between them at any time.

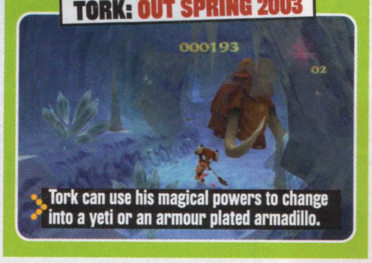
You'll have to learn the abilities of each commando to survive.

▲ Your shooting power will increase as you take out baddies with flamethrowers.



Playing as Tork you travel through time battering enemies with your magical Bolas.

TORK: OUT SPRING 2003



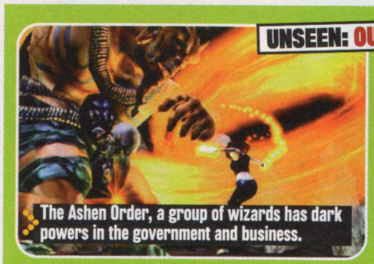
Tork can use his magical powers to change into a yeti or an armour plated armadillo.

Each of the sixteen platform levels is set inside the brain of mentally disturbed folk.

PSYCHONAUTS: OUT SPRING 2003

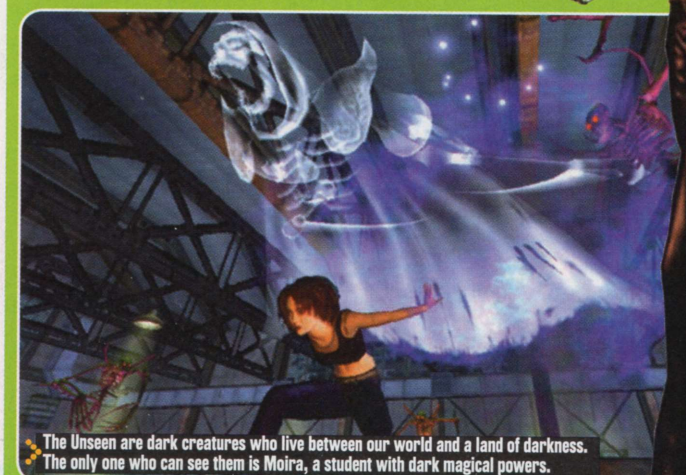
In addition to saving your mates, you've got to earn psychic merit badges.

UNSEEN: OUT TBC 2003



The Ashen Order, a group of wizards has dark powers in the government and business.

The demons control our lives.



The Unseen are dark creatures who live between our world and a land of darkness. The only one who can see them is Moira, a student with dark magical powers.

This stunning sword slasher is from those *Dead or Alive* dudes, Tecmo.

NINJA GAIDEN: OUT SPRING 2003

Raz can bounce off walls and hang off ropes before throwing some stars.

KAKUTO CHOJIN: OUT AUTUMN 2003

This is the best looking beat-'em up since *Dead or Alive 3*.

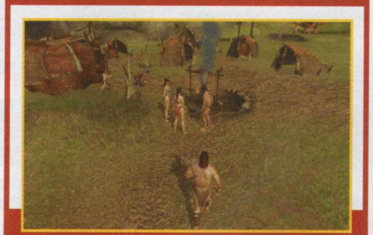
According to the big M, no two fights will ever be the same.

BC This prehistoric cavemen Vs dinosaurs action RPG is one of the best looking Xbox games since *Halo*. From the hands of *Black & White* man Peter Molyneux, you control a group of dumb-ass cave folk and turn them into human beings. You have to help them talk, grind grain and crack open eggs. Sounds strange, but then Pete tells us that *BC* is going to be the goriest game ever!

BC: OUT SUMMER 2003

▲ Not only do you have to make your cave folk learn simple skills, you have to help your cavemen cross a valley populated by bloodthirsty dinos.

▲ Like in *Pikmin* you have to increase the size of your tribe to survive. So you'll need to go hunting for food.



▲ Not all dinosaurs are evil. There are Brontosaurus and other herbivores around the camp site. Best kill them anyway.

▲ According to Mr Molyneux there will be huge pools of blood when you kill a dinosaur. The Flintstones, this ain't.

I'M JUST HERE FOR THE BEARD!

It's a complete Frodo fest!

As sneakily as Gollum but only half as afraid of the dark, GM have got our hands on Vivendi's precious new ring bearer, *The Fellowship of the Ring*.

Following J.R.R's words instead of the movie, this epic adventure takes a hack and slash approach but stays true to the tome with a story full of the flick's forgotten moments - including Old Man Willow, the land of Bree and Tom Bombadil. The action blends between three playable leads with the rough and tumble sword slicing of Aragon, the magical mystery of Gandalf and the sneaking of the feeble Frodo. In each one of the 27 levels, other characters like Gimli and Pip pop up to help out in the battle against the Orcs, Wargs and even the mighty Balrog.

Fighting the evil Sauron from the safety of the Shire to the maze of Moria, *The Fellowship of the Ring* will be out on PS2, Xbox, PC and GBA in October.

◄ Frodo might be weak but the Ring has the power to make him completely invisible.

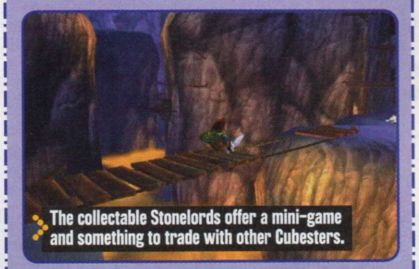
► Gandalf has five powerful spells but his limited mana stops you toasting every Orc - even on the Xbox.

◄ The PC version has been developed by the same team as the PS2, but the Xbox version has been in the works for two years.

► The GBA version is a simple RPG instead of an action slasher with the whole Fellowship being playable.

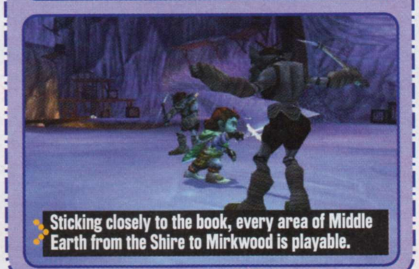
THE HOBBIT

Staring Bilbo instead of Frodo, *The Hobbit* is one of the more puzzling Rings adventures to come from Vivendi. With such as short-arsed hero as Bilbo, the action focuses on stealth instead of swords.



The collectable Stonelords offer a mini-game and something to trade with other Cubesters.

Inevitable have gone for a real cartoony Nintendo look for Bilbo and all the enemies.



Sticking closely to the book, every area of Middle Earth from the Shire to Mirkwood is playable.

TOTALLY ORCARATE

Legolas' armour, Gimli's beard and Gandalf's spells are authentic to the J.R.R's book and so approved by the people at Tolkien Enterprises.

▲ Killer combos can be triggered with the Square button and Aragon can finish off his enemies as they lie on the floor.

▲ Frodo's adventures in the Shire rely on him helping the other Hobbits by collecting the bits and pieces that they need.

▲ Gandalf's Attract spell makes the Orcs turn on one of their own boys, leaving our heroes to escape.

"The Hobbit and the characters, events, items and places therein are trademarks of The Saul Zaentz Company dba Tolkien Enterprises and are used, under licence, by Sierra Entertainment, Inc."

SCANDAL MONGER

HALO HEROES

Think you're good at *Halo*? Good enough to head to the US and become the *Halo* Champion? Championships start in the US on Aug 17 and the finals take place on 30 Aug at Microsoft's HQ in Washington. The winners get a 50 Inch Plasma TV.

FREE PHANTASY

Sega Saturn classics *Puyo Pop* and *Nights* will be available on GBA for free, as long as you buy *Phantasy Star Online* on GameCube. Gamers connected to the server can download the mini game-based classics for absolutely nothing.

SHINE ON

We all know Mazza's a platform star, but Ninty are using the fella to promote 'non violence and high self esteem' in the US. How? The '*Mario* Make My Community SHiNE' contest allows bored gamers to paint neigbourhood murals via SHiNE.com. Mazza isn't available to spray away any mistakes should Eminem fans paint rude graffiti, however...

DOA OK

Xbox game sales in Japan have revealed that the Japanese-developed *Dead or Alive 3* has sold over 142000 copies since launch. By comparison, *Halo* has sold just 57000, making *DOA 3* the biggest selling Xbox game in Japan.

CONSOLE WAR LATEST

The June US sales figures for the three next gen consoles have just arrived. PlayStation 2's out in front with 694,000 sold, Game Boy Advance's in second with 553,000 and then, a reverse of what's happening in the UK currently, Xbox pips GameCube to the post with 265,000 to Cube's 213,000. More console war reportage next issue!

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GET DOWN IN THE SAND AND SCORE!

School's out and the sun is here. Bring out the babes!

You can always rely on GM to spot a gaming trend. But beach volleyball? We don't mind admitting, it had us mystified to begin with.

The full sized, indoor game isn't exactly hugely popular so surely a cut-down version... On a beach?

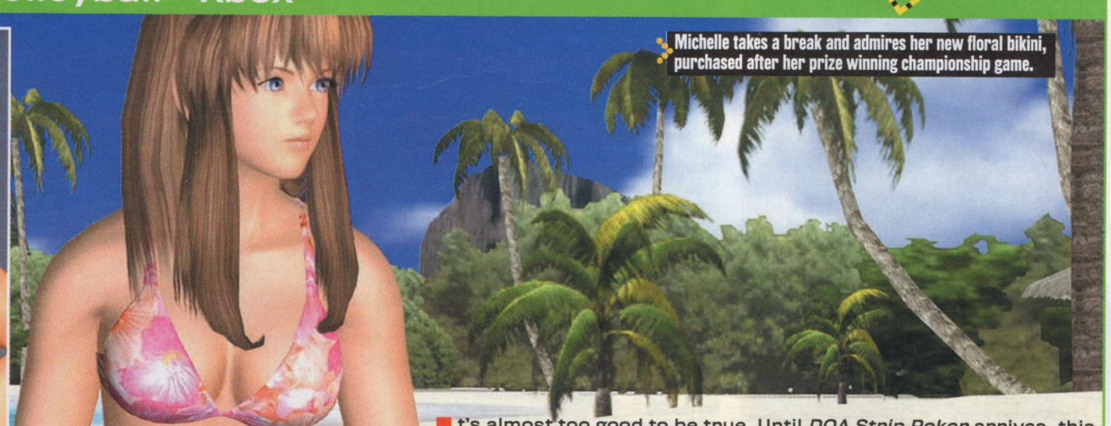
Then the screens started to arrive. We decided to launch an investigation.

It would appear that these games tend to feature scantily clad females diving around. On a beach. And as these fresh screens of *DOA Xtreme Beach Volleyball* and Sega's *Beach Spikers* show, they tend to be very attractive scantily clad females.

So we've rounded up all the volleyball games to see which one...oh forget it. Here's some pics of lots of lovely rendered laydeez!

DOA Xtreme Beach Volleyball - Xbox

I don't know, do you think my bum looks big in this? Here, have a closer look.


Michelle takes a break and admires her new floral bikini, purchased after her prize winning championship game.

BABE RATING 8

'Firm bodies, realistic hair and dribbleworthy jiggling. Better than Britney.'

It's almost too good to be true. Until *DOA Strip Poker* arrives, this is the closest you're going to get to seeing the *DOA* girls in the buff on Xbox. Okay, so there's a game in there too. You can compete with up to four players, go shopping for bikinis, shades and sun screen but the jiggy jug-o-vision replays are likely to make your eyes pop out of their sockets.

Beach Spikers - GameCube

Sega's GC arcade style beach bouncer features an all-babe line up, as well as a cameo appearance from Sonic. If *Beach Spikers* is as good as the classic *Virtua Tennis*, sports fans should be in for a treat. The muscular contestants are definitely fit.

Sega's take on volleyball is a bright, rapid fire arcade smack 'em up.

As the championship continues, the sun will eventually disappear.

You'll wonder if those breasts really are motion captured.

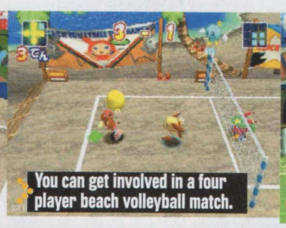
BABE RATING 6

'Nice face, shame about the body. They look like they could beat us up. Ulp.'

Klonoa Volleyball - PSone

Namco's cutesy platformer cast have decided to head down to the beach and have their own hyper-charged game of volleyball on PSone. Sparks fly, with super shots the order of the day as four players try to pummel their rivals with killer slam shots.

No babes here. Instead the cartoony *Klonoa* cast play ball.


You can get involved in a four player beach volleyball match.

Keeping the PSone spirit alive, Namco give us *Power Ranger* types.

BABE RATING 0

'The characters consist of cats and men in pointy hats. If you get excited, seek advice'

STOP PRESS: NEW MEDAL OF HONOR EXPANSION PACK HEADING FOR PC!

THE SIMS TAKEOVER

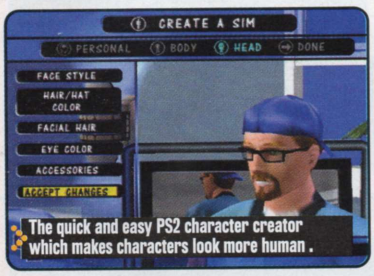
A quadruple dose of reality gaming heading your way...

Feel lost and lonely without your weekly dose of *Big Brother*? Get ready for a whole new stack of *Sims* games. The fifth expansion pack, *The Sims: Unleashed*, introduces family pets to your home like dogs and fish.

You can walk your dog, take him to Crufts or treat him to a nosh up down the pet shop. There are also 50 new careers including veterinary surgeon and even a gardener!

The original *Sims* will hit PS2 in November with ace graphics, new two-player tasks and the ability to save characters to memory card. Due in November, *Sims Deluxe* on PC will feature the original game plus the *Livin' Large* expansion pack. It'll also have exclusive extras like the ability to customise your character with blingin' jewellery and new age tattoos. Finally, *The Sims Online* will debut next year and is potentially the biggest online game ever!

Before deciding on a pet, *Unleashed* allows you to play with some lovable puppies in the shop before buying.



The quick and easy PS2 character creator which makes characters look more human .

The PS2 version will feature bolder colours and enhanced motion capture animations.

This happy couple have three dogs and a parrot! If you thought it was hard controlling a family of Sims...

STOP PRESS: BLOOD OMEN 2 HEADING FOR GAMECUBE

UK DRAGON BALL BLITZ CONFIRMED!

Goku is Go! *DBZ* dates announced!

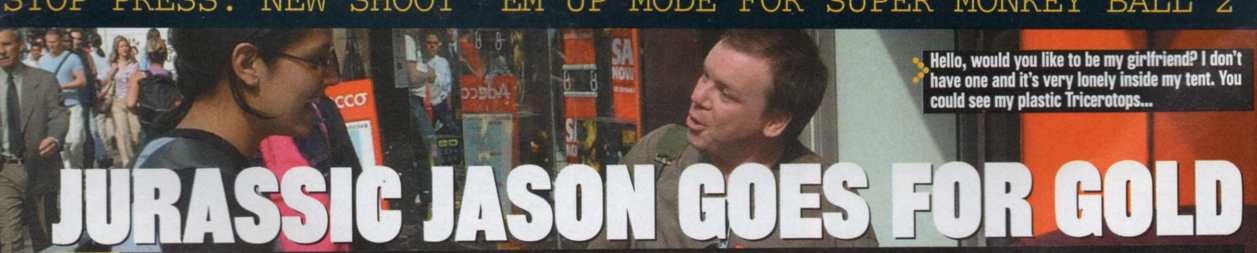
Following GM's exclusive unveiling of the new *DBZ* games in GM121, we can now bring you release dates for both PS2 and GBA games. First up is *Dragon Ball Z: Legend of Goku* on GBA. The impressive looking GBA adventure will be available on Nov 21 after racking up huge sales in the US. One week later, the high flying PS2 beat-'em-up *Dragon Ball Z: Legendary Super Warriors* hits the shelves. Here's a second look at them both, so you can prepare yourself for the onslaught of spiky haired madness. If you still need more *DBZ*, 2003 will herald the GBA release of *Dragonball Z: Digital Card Battle*. Watch out for more next issue!

On GBA, Goku explores Zelda style villages and modern suburban cities.

Fire and ice projectiles collide. Hmm, who do you think will win? Get another fireball ready quickly!

Feel my fist! The PS2 beat-'em-up action is so frantic you'll burst!

STOP PRESS: NEW SHOOT 'EM UP MODE FOR SUPER MONKEY BALL 2


Hello, would you like to be my girlfriend? I don't have one and it's very lonely inside my tent. You could see my plastic Tricerotops...

JURASSIC JASON GOES FOR GOLD

UK gamer attempts to break game queue record!

Every gamer knows how desperate waiting for big games can be. *MGS 2*, *GT 3* and even *Super Mario Sunshine* reach us months after our US and Japanese counterparts.

But would you queue outside a shop for 50 days with a tent to secure your copy? Hugely excited about the global release of *Turok Evolution*, 25-year-old Jason Read has decided to try and break the world record for time spent queuing for the release of a game. The hardy chap plans to camp outside a London store from 18 July until *Turok*'s global 6 September release. We think he'd be better off playing *Super Mario Sunshine* and having a bath.

SCANDAL MONGER

NEW SOULS

Namco have revealed the metallic ninja Yoshimitsu will be appearing in Soul Calibur 2 alongside Cervantes from the original Soul Blade. A brand new character called Charade is a flame filled monster with a eyeball for a chest!

Here's Charade the fire fighter in *SC2*.

HIGH SCORE COMPO

Fancy winning a top, 330 page history of videogames? We've got five copies of *High Score*, a new book which covers over 30 years of hardcore videogaming. Available in all good book shops, High Score is essential reading for gamers who can't quite believe that games used to take 5 minutes to load. To win one, tell us what the first game to feature Mario was called. Send your answer to the usual mag address marked 'I Love My C64'.

SUPER ROCK

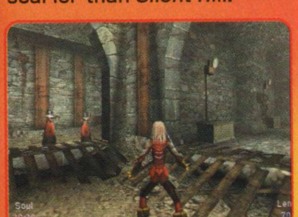
Dwayne Johnson, AKA The Rock, is to take the lead role in a new film based on the Midway game *SpyHunter*! As an ex F15 pilot and indy car hero, The Rock becomes joins the FBI as part of the SpyHunter team. Preposterous!

NO SKATE FOR SNAKE

A skating Solid Snake will not appear in *MGS Substance*, despite previous reports. Konami included skating footage in their E3 *Substance* demo but have since confirmed the this will only be a feature in *Evolution Skateboarding*. Doh!

LOSE IT

Ubi Soft have announced a spooky PS2 survival horror game called *The Lost*. Based around four playable characters, you initially start as a troubled nurse but can switch characters at any time after a strange figure guides you through time and into hell! Could be scarier than *Silent Hill*.

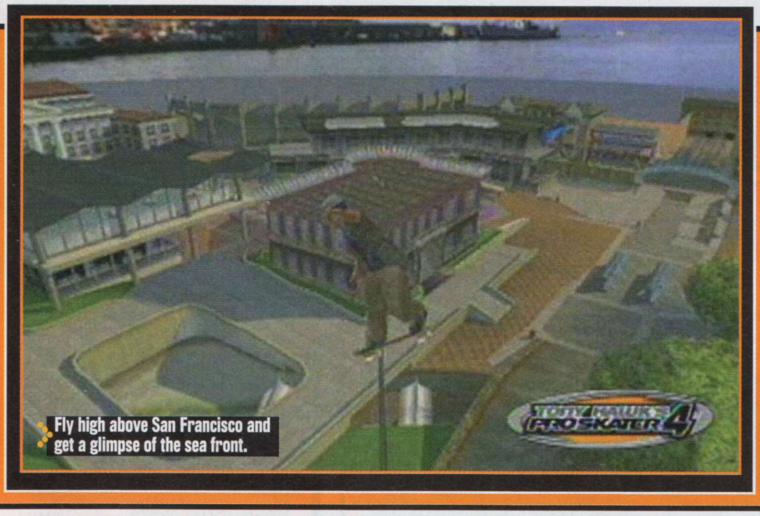

Welcome to hell! You'll lose it here.

HAWK DOES SAN FRANCISCO!

Tony's new seaside playpen reveals a sunny delight!

More tantilising shots of our Tone's latest skater have been released and reveal a pretty darned hot looking new 'Frisco skate park.

We already know that the career mode has been completely revamped to include individual tasks instead of a continuous timer. Approach a new scene or person and you'll be given a task and time limit. The newly unveiled San Fran level features a pier that you need to grind across during a task. The addition of animals like rhinos aren't merely scenery details either. One task sees you rescuing a man from a pack of renegade seals! Each skater has a unique Pro challenge meaning that you'll need to play each level with every character to fully crack the game. Then there's the tennis and basketball mini games! If you've finished the last three games, you'll need a stiff challenge and *Tony 4* looks like offering just that.



Fly high above San Francisco and get a glimpse of the sea front.

Tony has signed for Activision for another 13 years. Does this mean we'll be playing *Tony Hawk's 17* in 2015?

There are plenty of new moves, including the Spine Transfer which enables you to jump over ramps without losing any speed.

This time you don't need to complete all the objectives with different characters to unlock everything. Nice work, Neversoft!

Bump into people and they'll fall and yell at you before giving you a new task, like rescuing a bloke from a group of seals. Strange.

There are plenty of grindable rails around the San Francisco streets.

SOMEWHERE OVER THE RAINBOW

Rainbow Six goes multi-format!

Tired of Tom Clancy games always coming out on PC?

Well worry no more as *Rainbow Six: Raven Shield* is heading towards Xbox, PS2 and GameCube. Ubi Soft are keeping the plot secret but as you can see from these shots, *Raven Shield* is the best looking Clancy game yet.

New additions include a camera mounted directly on your gun for gruesome close up kills. We'll bring you more news next issue, but it's just the type of game that Xbox owners would kill to own.

Controlling your team will be easier with a new interface for both PC and console.

Look close you can see the whites of their eyes. Detail!

Enemy AI promises to be frighteningly real.

FINAL FANTASY

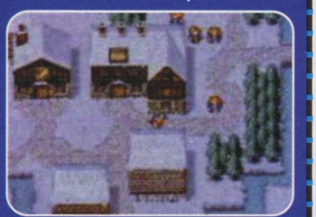
Original Fantasies live again!

Square are remaking their first two NES *Final Fantasy* games for PSone.

Originally released in the eighties, neither game ever made it to the UK but, if they had, chances are we'd have been too busy playing on our Spectrums. Initially heading to Japan, *Final Fantasy 1* & *2* have been visually enhanced and resemble the recent budget PSone release *Final Fantasy 4*. The major difference is that Square have added new scenes and a new mode to introduce the series to beginners.

Lucky Japanese gamers can even buy the two games as a set including figurines and exclusive posters. A GBA version is rumoured for a 2003 release and we'll let you know as soon as Sony confirm details of a UK PSone release. In the meantime, true *Final Fantasy* completists should contact their local importer.

Back in '88, turn-based battles were static 2D scenes rather than epic surround sound movie sequences.

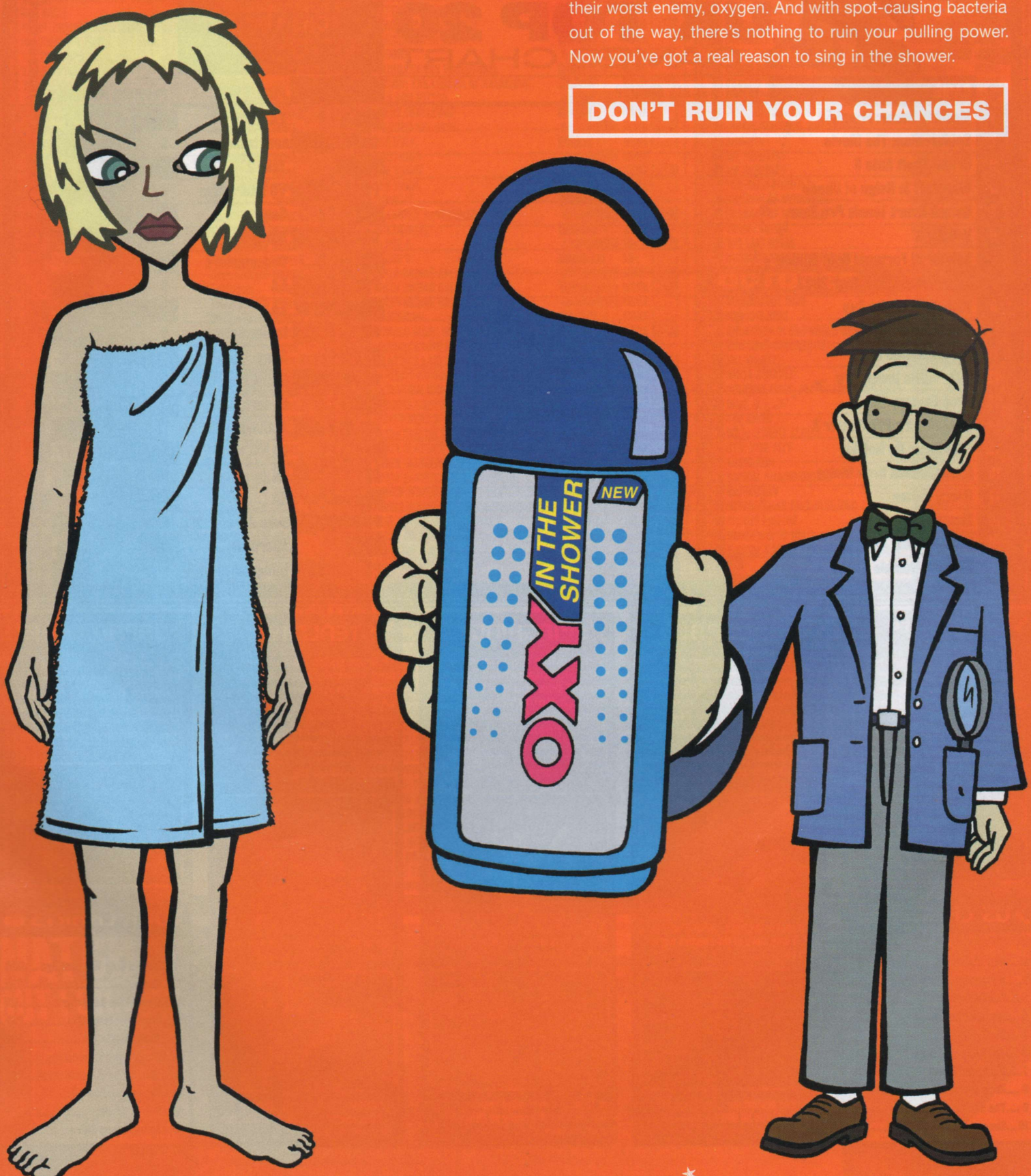


Things will be familiar cos many of the staff have worked on the entire series!

HELPS SORT OUT SLEEPY HEADS AND BLACK HEADS

Now you can wake yourself up with a morning wash that helps prevent spots like the rest of the OXY range. New OXY in the Shower has the same OXY cleansing action that opens up pores to the air and exposes spot-causing bacteria to their worst enemy, oxygen. And with spot-causing bacteria out of the way, there's nothing to ruin your pulling power. Now you've got a real reason to sing in the shower.

DON'T RUIN YOUR CHANCES



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CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©2002 ELSPA (UK) Ltd.
www.elspa.com Words: Hereward Feldwick

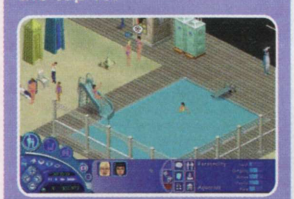
UK TOP 20 GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?		PUBLISHER	PREVIOUS POSITIONS: Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	Medal Of Honor: Frontline	Frighteningly realistic and immersive – may stain your trousers	PS2	EA	1	1	1	6
2	Spider-Man: The Movie	Spidey's little romp is one film licence that seems to have it right	GC,PS2,XB,PC	Activision	2	2	2	6
3	Grand Theft Auto 3	And they thought *GTA 1* was excessively violent...	PC,PS2	Take 2	3	4	4	38
4	Warcraft 3: Reign of Chaos	Blatter some orcs in Blizzard's marvellous strategy epic	PC	VU Interactive	4	-	-	2
5	Smash Court Tennis Pro Tour	A no nonsense sport sim which has proved very popular	PS2	Sony	7	7	10	4
6	V-Rally 3	As realistic as it is difficult, *V-Rally 3* is pushing boundaries	GBA,PS2	Infogrames	6	5	8	4
7	Soldier of Fortune: Gold Edition	Saving the world has never been so profitable	PS2	Codemasters	17	-	-	2
8	Tiger Woods PGA Tour 2002	You can't beat a relaxing round of golf...in your living room	PS2	EA	9	-	-	2
9	2002 FIFA World Cup	The beautiful game, made from footballers, not from concentrate	GC,PC,PS,PS2	EA	8	6	3	12
10	Neverwinter Nights	The winning combination of swords, sorcery and stats returns	PC	Infogrames	5	3	-	3
11	Gran Turismo 3	Back in the charts after going platinum, you can't keep *GT3* down	PS2	Sony	13	13	13	51
12	007 – Agent Under Fire	Cheesey one-liners and big explosions abound, MI5 style	GC,PS2,XB	EA	10	9	6	20
13	Final Fantasy 10	Definitely fantastic, but thankfully not final	PS2	Square	11	8	5	48
14	Tony Hawk's Pro Skater 3	Look no further for extreme sports simulation	GBA,GC,PS2,XB	Activision	12	11	22	34
15	The Sims: On Holiday	Yet another *Sims* add-on pack makes it fun again for a few days	PC	EA	15	16	17	15
16	Super Smash Bros Melee	Frantic four way free-for-all fun fills folk with... umm... fjoy	GC	EA	16	12	11	19
17	Harry Potter	That which we call *HP* by any other name wouldn't sell	GBA,GBC,PC,PS	EA	19	21	18	35
18	Max Payne	Stop. Bullet time. You can't touch this great slow-mo shooter	PC,PS2,XB	Take 2	18	20	24	42
19	Halo: Combat Evolved	Stunning FPS with style, class and gore – what more do you want?	XB	Microsoft	25	24	20	18
20	Digimon Rumble Arena	A kiddy-friendly digi-fighter which cashes in on the TV series	PS	Infogrames	-	-	-	1

US CHARTS

The Americans seem to enjoy playing god, and have gone a bit Sim crazy with both *The Sims* and *The Sims Vacation* (*On Holiday* to you and me) in the top 10.

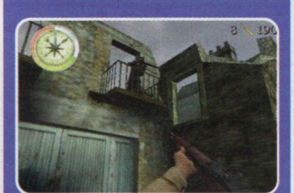


US CHARTS

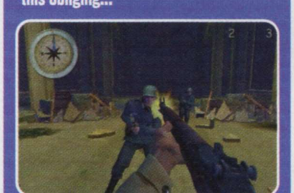
No.	Game	Format
1	Warcraft 3 Reign of Chaos	PC
2	Neverwinter Nights	PC
3	Grand Theft Auto 3	PS2
4	Medal of Honor: Frontline	PS2
5	Yu-Gi-Oh!	GBC
6	The Sims	PC
7	Backyard Baseball	GBA
8	Gran Turismo 3	PS2
9	The Sims Vacation	PC
10	Socom: US Navy Seals	PS2

HONORABLE!

Still at the top after six weeks, it looks like nothing can shift *Medal of Honor: Frontline* from the number one spot. No other FPS has come close to *MoH*'s level of realism and excitement, and *it's* going to be hard to shift.



▲ A shot in the back – what a way to go. If only more of the enemies were this obliging...



▲ Three against one? That's not very fair, is it? You lot don't stand a chance. *Grins evilly*

SMASHING!

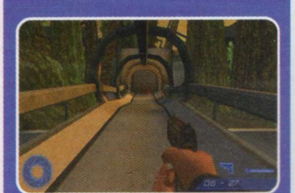
Wimbledon may have finished, but tennis is still high in the charts, in the form of *Smash Court Tennis Pro Tournament*. 'Photo-realistic visuals' and an 'intuitive' control system all add to a great gaming experience.

▲ Agassi is just as bald and smily in *SCT* as he is in real life. Now that's photo-realism for you.

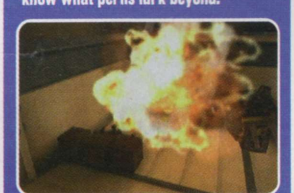
▲ To make it even more realistic, the ball behaves differently on different court surfaces.

STEALTHY!

Thanks to its recent GC and Xbox release, *007 – Agent Under Fire* has snuck back up the charts and is looking good with its combination of high speed chases, stealth and action (not to mention scantily-clad Bond girls).



▲ Creep stealthily down this gun-barrel shaped pathway, cos you don't know what perils lurk beyond.



▲ BOOOM! Hehehe. Some luvverly lighting effects make moments like this all the more spectacular.

JAPAN CHARTS

The excellent *Winning Eleven Six* is hanging on at number 4 but it's the ace handheld RPG *Golden Sun: The Lost Age* which has the Japanese vote this month.

JAP CHARTS

No.	Game	Format
1	Golden Sun: The Lost Age	GBA
2	Kengo 2	PS2
3	Grand Line Adventure	GB
4	Winning Eleven Six	PS2
5	Atelier Judie	PS2
6	Hack Vol. 1 Expansion	PS2
7	Gun Survivor 3: Dino Crisis	PS2
8	Popolocrois Story 3	PS2
9	Pop 'n' Music	PS
10	Shikigami no Shiro	PS2

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is so you can find out exactly what's on the horizon for your chosen format.

AUGUST

16th	ALIENS VS PREDATOR 2: PRIMAL HUNT	Vivendi	15+	PC
23rd	FAR WEST	JoWooD	NONE	PC
23rd	GEOFF CRAMMOND'S GRAND PRIX 4	Infogrames	NONE	XBOX
23rd	MADDEN NFL 2003	EA	NONE	PC
23rd	TACTICAL OPS	Infogrames	NONE	PC
23rd	TAZ WANTED	Infogrames	NONE	PC
23rd	TAZ WANTED	Infogrames	NONE	PS2
23rd	TAZ WANTED	Infogrames	NONE	XBOX
23rd	TOCA RACE DRIVER	Codemasters	NONE	PS2
23rd	AGGRESSIVE INLINE	Acclaim	NONE	GC
23rd	AGGRESSIVE INLINE	Acclaim	NONE	PS2
23rd	AGGRESSIVE INLINE	Acclaim	NONE	XBOX
23rd	BEACH LIFE	Eidos	NONE	PC
30th	COMMANDOS 2: MEN OF COURAGE	Eidos	NONE	PS2
30th	COMMANDOS 2: MEN OF COURAGE	Eidos	NONE	XBOX
30th	DISNEY GOLF	EA	NONE	PS2
30th	ICEWIND DALE 2	Interplay	NONE	PC
30th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	PS2
30th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	GBA
30th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	XBOX
30th	MEDIEVAL: TOTAL WAR	Activision	NONE	PC
30th	PREMIER MANAGER 2002	Infogrames	NONE	PS2
30th	SPLASHDOWN	Infogrames	NONE	XBOX
30th	SUDDEN STRIKE 2	CDV	NONE	PC
30th	WORMS BLAST	Ubi Soft	NONE	GC
30th	KONG: THE ANIMATED SERIES	BAM!	NONE	GBA

SEPTEMBER

6th	BARBARIAN	Virgin	NONE	GBA
6th	BARBARIAN	Virgin	NONE	GC
6th	BARBARIAN	Virgin	NONE	XBOX
6th	DINO STALKER	Capcom	NONE	PS2
6th	EGGO MANIA	Kemco	NONE	GBA
6th	EGGO MANIA	Kemco	NONE	GC
6th	EGGO MANIA	Kemco	NONE	PS2
6th	FREEKSTYLE	EA	NONE	GC
6th	GO GO BECKHAM: ADV ON SOCCER ISLAND	Rage	NONE	GBA
6th	LARGO WINCH: COMMANDO SAR	Ubi Soft	NONE	PS
6th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	PC
6th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	PS2
6th	MONSTER JAM MAXIMUM DESTRUCTION	Ubi Soft	NONE	PS2
6th	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	PS2
6th	STUNTMAN	Infogrames	NONE	PS2
6th	TUROK EVOLUTION	Acclaim	15+	GC
6th	TUROK EVOLUTION	Acclaim	15+	PS2
6th	TUROK EVOLUTION	Acclaim	15+	XBOX
6th	UFC: THROWDOWN	Ubi Soft	15+	PS2
9th	BARBARIAN	Virgin	NONE	PS2
13th	ALEX FERGUSON'S PLAYER MANAGER '02	Ubi Soft	NONE	PC
13th	BATTLEFIELD 1942	EA	NONE	PC
13th	EMPEROR: RISE OF THE MIDDLE KINGDOM	Vivendi	NONE	PC
13th	HITMAN 2: SILENT ASSASSIN	Eidos	15+	PC
13th	HITMAN 2: SILENT ASSASSIN	Eidos	NONE	PS2
13th	HITMAN 2: SILENT ASSASSIN	Eidos	NONE	XBOX
13th	MADDEN NFL 2003	EA	NONE	PS2
13th	MADDEN NFL 2003	EA	NONE	XBOX
13th	MYST III: EXILE	Ubi Soft	NONE	PS2
13th	RESIDENT EVIL	Capcom	18+	GC
13th	RUN LIKE HELL	Interplay	15+	PS2
13th	SABRINA POTION COMMOTION	Ubi Soft	NONE	GBA
13th	STREET HOOPS	Activision	NONE	GC
13th	STREET HOOPS	Activision	NONE	PS2
13th	STREET HOOPS	Activision	NONE	XBOX
13th	THE SIMPSONS SKATEBOARDING	EA	NONE	PS2
20th	BATTLE ENGINE AQUILA	Infogrames	NONE	PS2
20th	BATTLE ENGINE AQUILA	Infogrames	NONE	XBOX
20th	BLACK BELT CHALLENGE	Xicat	NONE	GBA
20th	CHESSMASTER 9000	Ubi Soft	NONE	PC
20th	INVADER	Xicat	NONE	GBA
20th	KLONOA BEACH VOLLEYBALL	Sony	NONE	PS
20th	LEGION: THE LEGEND OF EXCALIBUR	Midway	NONE	PS2
20th	LILO AND STITCH	Ubi Soft	NONE	GBA
20th	LOTUS CHALLENGE	Virgin	NONE	XBOX
20th	MADDEN NFL 2002	EA	NONE	PS2
20th	THE HULK	Vivendi	NONE	XBOX
20th	THE THING	Vivendi	NONE	PC
20th	THE THING	Vivendi	NONE	PS2
20th	THE THING	Vivendi	NONE	XBOX
20th	THORGAI	Mindscape	NONE	PC
20th	WIZARDRY SUMMONER	Ubi Soft	NONE	PS2
27th	ARX FATALIS	JoWooD	NONE	PC
27th	BLADE 2	Activision	15+	PS2
27th	BLADE 2	Activision	15+	XBOX
27th	COLIN MCRAE RALLY 2.0	Ubi Soft	NONE	GBA
27th	COLIN MCRAE RALLY 3	Codemasters	NONE	PS2
27th	COLIN MCRAE RALLY 3	Codemasters	NONE	XBOX
27th	DEATHROW	Ubi Soft	NONE	XBOX
27th	DONALD DUCK: WHO IS PK?	Ubi Soft	NONE	PS2
27th	DRAGON'S LAIR 3D	Ubi Soft	NONE	PC
27th	DRAGON'S LAIR 3D	Ubi Soft	NONE	XBOX
27th	DRIVER 2 ADVANCE	Infogrames	NONE	GBA
27th	EVOLUTION WORLDS	Ubi Soft	NONE	GC
27th	FURIOUS KARTING	Infogrames	NONE	XBOX
27th	GUILTY GEAR X	Sammy	NONE	GBA
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	GBA
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	GC
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	PS2
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	XBOX
27th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	GC
27th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	XBOX
27th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	GC
27th	MYST III: EXILE	Ubi Soft	NONE	XBOX
27th	NBA LIVE 2003	EA	NONE	PC
27th	NBA LIVE 2003	EA	NONE	PS2
27th	NBA LIVE 2003	EA	NONE	XBOX
27th	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	PC
27th	NHL 2003	EA	NONE	PC
27th	NHL 2003	EA	NONE	PS2
27th	NHL 2003	EA	NONE	XBOX
27th	SHOX	EA	NONE	PS2
27th	THE SUM OF ALL FEARS	Ubi Soft	NONE	GBA
27th	THE SUM OF ALL FEARS	Ubi Soft	NONE	PS2
27th	THE WATCHMAKER	GMX	NONE	PC
27th	THIS IS FOOTBALL	Sony	NONE	PS2
27th	TIMESPLITTERS 2	Eidos	NONE	GC
27th	TIMESPLITTERS 2	Eidos	NONE	PS2
27th	TIMESPLITTERS 2	Eidos	NONE	XBOX
27th	VIETCONG	Take 2	NONE	PC
27th	WAY OF THE SAMURAI	EIDOS	NONE	PS2
27th	WORMS WORLD PARTY	Ubi Soft	NONE	GBA
28th	THE FLINTSTONES IN VIVA ROCK VEGAS	Swing!	NONE	GC
28th	THE FLINTSTONES IN VIVA ROCK VEGAS	Swing!	NONE	PS2
28th	THE FLINTSTONES IN VIVA ROCK VEGAS	Swing!	NONE	DC
29th	BEAM BREAKERS	JoWooD	NONE	PC
30th	LOONS: THE FIGHT FOR FAME	Infogrames	NONE	XBOX
30th	SHADOWBANE	Swing!	NONE	PC
TBC	AIRFORCE DELTA STORM	Konami	NONE	GBA
TBC	ANIMAL CROSSING	Nintendo	NONE	GC
TBC	ANOTHER WAR	Cenega	NONE	PC
TBC	BALDUR'S GATE 2	Virgin	NONE	XBOX
TBC	BALDUR'S GATE: DARK ALLIANCE	Interplay	NONE	XBOX
TBC	BIG SCALE RACING	BumbleBeast	NONE	PC
TBC	CASTLEVANIA: HARMONY OF DISSONANCE	Konami	NONE	GBA
TBC	CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	NONE	GC
TBC	DRAGON'S LAIR 3D	THQ	NONE	GC
TBC	DRAGON'S LAIR 3D	THQ	NONE	PS2
TBC	FERRARI F355 CHALLENGE	Sony	NONE	PS2
TBC	JIMMY NEUTRON, BOY GENIUS	THQ	NONE	PS2
TBC	KNIGHTS	Swing!	NONE	PS2
TBC	MX SUPERFLY	THQ	NONE	GC
TBC	MX SUPERFLY	THQ	NONE	PS2
TBC	PAC-MAN WORLD 2	Namco	NONE	PS2
TBC	SHADOW OF MEMORIES	Konami	NONE	PC
TBC	SHADOW OF MEMORIES	Konami	NONE	XBOX
TBC	SILENT SCOPE	Konami	NONE	GBA
TBC	THE LAST NINJA	Studio 3	NONE	GC
TBC	ULTIMATE RIDE DISNEY COASTER	Disney	NONE	PC

OCTOBER

4th	MADDEN NFL 2003	EA	NONE	GC
4th	NBA LIVE 2003	EA	NONE	GC
4th	ONIMUSHA 2: SAMURAI'S DESTINY	Capcom	NONE	PS2
4th	THE SIMS UNLEASHED	EA	NONE	PC
4th	TAZ WANTED	Infogrames	NONE	GC
11th	NINJA ASSAULT	Sony	15+	PS2
18th	BIONICLE BUGS: MATORAN ADVENTURE	EA	NONE	GBA
18th	DUAL BLADES	Metro 3D	NONE	GBA
18th	THE GUILD	JoWooD	NONE	PC
18th	IGI 2: COVERT STRIKE	Codemasters	NONE	PC
22nd	GTA: VICE CITY	Take2	NONE	PS2
25th	NAPOLEON	GMX	NONE	PC
25th	UNREAL CHAMPIONSHIP	Infogrames	15+	XBOX
TBC	BARBARIAN	Virgin	NONE	GBA
TBC	BOMBERMAN MAX BLUE/RED	Vivendi	NONE	GBA
TBC	CASINO EMPIRE	Vivendi	NONE	PC
TBC	EARTHWORM JIM 2	Vivendi	NONE	GBA
TBC	EMPIRE EARTH: THE ART OF CONQUEST	Vivendi	NONE	PC
TBC	EXO	Infogrames	NONE	PS2
TBC	MARIO SUNSHINE	Nintendo	NONE	GC
TBC	MEGAMAN 2	Ubi Soft	NONE	GBA
TBC	RALLY CHAMPIONSHIP	SCi	NONE	GC
TBC	ROLLERCOASTER TYCOON 2	Infogrames	NONE	PC

NOVEMBER

8th	LOTR: THE TWO TOWERS	EA	NONE	GBA
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	GBA
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	GBC
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	GC
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	PC
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	PS
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	PS2
15th	HP AND THE CHAMBER OF SECRETS	EA	NONE	XBOX
29th	TONY HAWKS' PRO SKATER 4	Activision	NONE	GBA
29th	TONY HAWKS' PRO SKATER 4	Activision	NONE	GC
29th	TONY HAWKS' PRO SKATER 4	Activision	NONE	PS
29th	TONY HAWKS' PRO SKATER 4	Activision	NONE	XBOX
TBC	LMA MANAGER 2003	Codemasters	NONE	PS2
TBC	LMA MANAGER 2003	Codemasters	NONE	XBOX
TBC	KUNG FU CHAOS	Microsoft	NONE	XBOX
TBC	KNOCKOUT KINGS 2003	EA	NONE	PS2

WATCH OUT FOR...

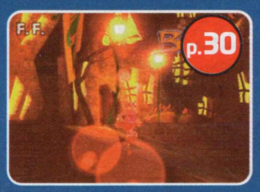
AGGRESSIVE INLINE
Perform over 100 different tricks in this massive extreme sport sim.

TIMESPLITTERS 2
Battle through the ages to save the world and... monkeys...

TONY HAWK'S PRO SKATER 4
The latest in the series looks set to be another huge success.

LEGEND OF ZELDA
Now we've got Mario, we're getting greedy. Give us Zelda! Now!

PREVIEWS



BLINX: THE TIME SWEEPER
There's this cat right, and it's his job to hoover up all these time-bending crystals and save the world from era-shifters while testing the Xbox's hard drive to the limits. An everyday tale then.

ST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GA

OUT: SEPT | FORMAT: PS2 | PRICE: £45 | DEVELOPER: CODEMASTERS | PUBLISHER: CODEMASTERS | SPECIAL FEATURES: NONE | OTHER FORMATS: XBOX | CALL: 01926 816044 | PLAYERS: 1-2

PREVIEWER

Lil' Dan

Factpack
The stuff you need to know...

Cars	16
Countries	8
Stages	6

Colin McRae Rally 3

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE

Step into the shoes of the **great Scot**, as PSone's finest rally game **turns up the heat** on its mucky pretenders...

Rally games, eh? Sheesh... There've been so many muddy racers over the last six months, we're almost - oh, the shame - *struggling for things to say*.

Thankfully, when a game looks as citrus-sharp as *Colin McRae 3*, we don't have to. Every screenshot paints a thousand words. Result, eh? In fact, just to help you out, here's nine of our own."Look at the rain! Look at it! Damn you!!"

Y'see, not only is *Colin McRae 3* the same reflex-sapping slice of rally genius as its PSone forbear, but now the game looks heavenly - even when wet. Select the in-car view and rain sploshes the screen in the most eye-rubbingly accurate manner since the tanker section in *MGS2*. The car models are equally sharp, comprising a walloping 14,000 polygons compared to 800 in the PSone original.

Softography
These guys have also made...

Colin McRae Rally	82%
Micro Machines 3	90%
TOCA World Touring Cars	80%
LMA Manager 2002	88%
Prince Naseem Boxing	35%
Mike Tyson's Boxing	72%

KEEP YOUR FOCUS

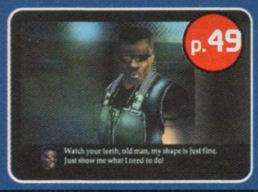
Cosmetics aside, the biggest change is the Career Mode. Codemasters don't just want you to play as Colin, they want you to *be* Colin. You've got to guide the Ford Focus RS to championship glory within three seasons - or face contract termination.

Atmosphere is developed using animated cut-scenes between races - so you can

...watch Nicky Grist enjoying a cuppa as the Ford team struggle against the clock...

watch Nicky Grist enjoying a cuppa as the Ford team work against the clock to tinker with the car. Customisation options are exhaustive, as you battle over six weather-whipped countries to claim the title. After months of OK-ish racing games, it's celebration time. *Colin McRae 2.0* was PSone's premier rally game - delighting thrill-seeking novices and armchair-hardened rally fans alike. A McRae of sunshine in an otherwise cloudy field of PS2 wannabes.

BURNOUT 2
Arcade-style thrills and spills with the sexiest, most extreme car wrecks in all known gaming history. Escape the cops, chase the cops, *be* the cops in this hyper realistic PS2 boy racers' wish fulfilment excercise.

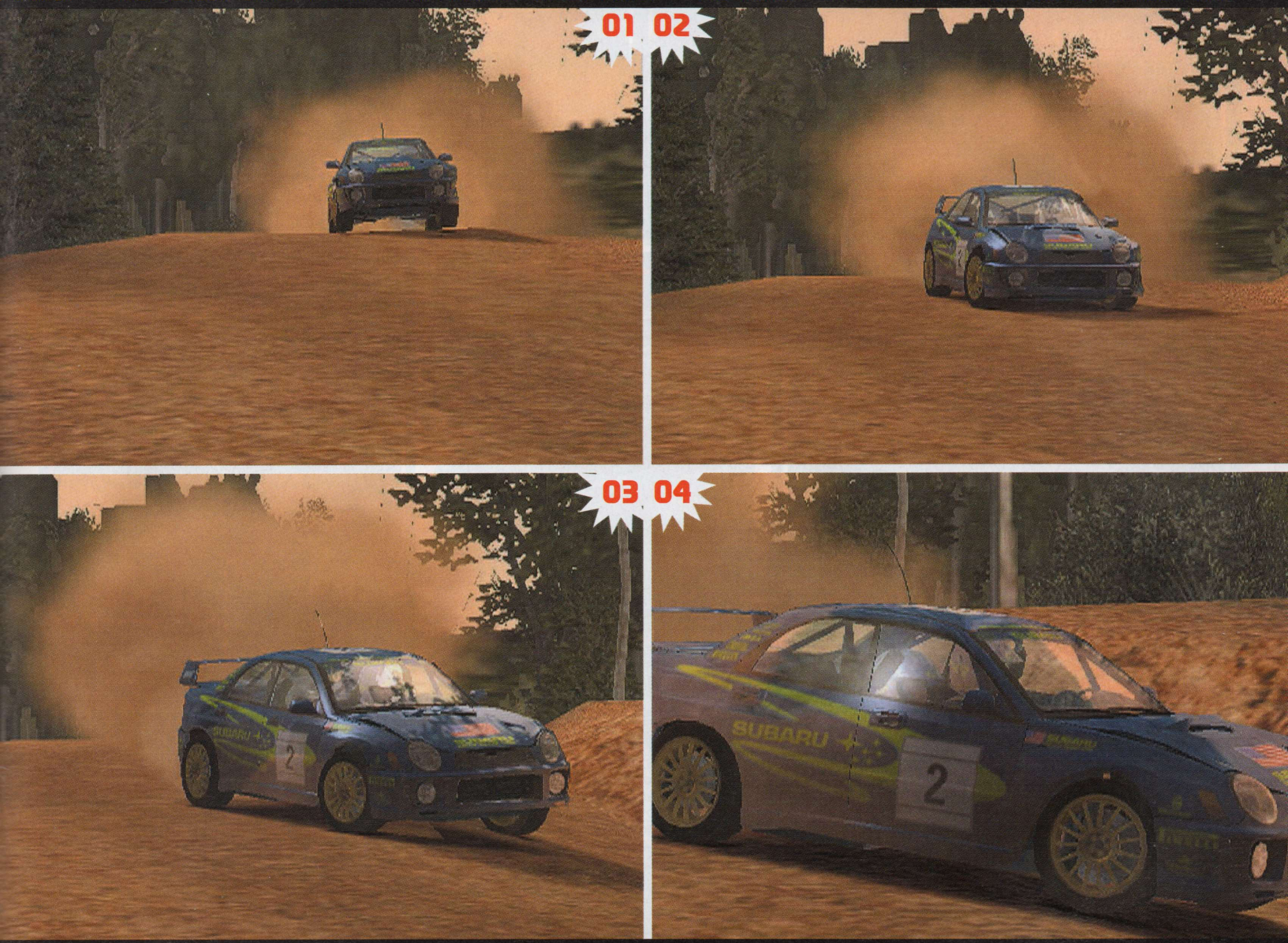


BLADE 2
Shine up your sword, swathe yourself in black leather and fluff up your mohawk fro as you step into Wesley Snipes' shoes for a second outing as the half vampire, half human, bloodsucker bashing disco dancing hero.

PLUS!

SPLINTER CELL 22
HITMAN 2 26
TEKKEN 4 27
RALLY FUSION 32
SIMPSONS SKATEBOARDING 34
ONIMUSHA 2 36

FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST



01 The Subaru screams over the horizon in a cloud of Australian dust. Hold on tight! 02 The tyres tear into the surface spraying a cloud of fine muddy particles over the screen – the spot effects are just terrific. 03 As the car pulls in close to the camera, you can see the suspension buckling under the weight of the leap – just check out that sun shimmering over the windscreen. 04 Man alive! You can peer through the window and see Colin wrestling with the wheel while Nicky re-adjusts his action-smeared pants. The fine detail is incredible – from the car decals to the spokes of the wheel trim, the graphics scream quality.

The Rain in Spain Falls Mainly on the Pane

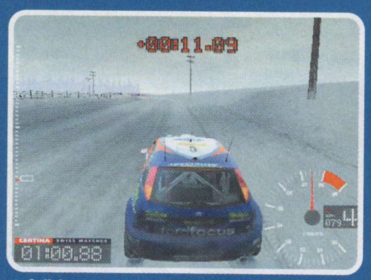
From the snow-caked furrows of Sweden, to the rainy straights of the UK, the weather effects in *Colin McRae* are consistently stunning. Better yet, they're far from cosmetic, demanding appropriate tyre changes and unique driving styles.

◀ Ohmigod. The rain splatters the screen in big spotty clumps, smearing according to the wind direction and driving force of the wipers. Only problem is, it's quite hard to see where you're going. That's realism for you, we guess – a complete pain in the tush.

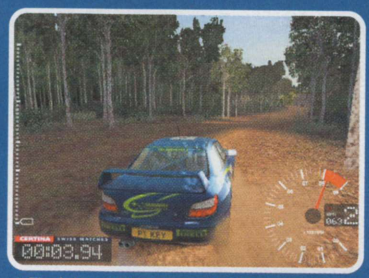
▶ Let's face it, a car game without lens-flare is like a chicken without, er, legs. Or something. Either way, *Colin McRae* doesn't disappoint with its glimmering representation of all things shiny and strictly non-British.

That Don't Impreza Me Much

Not only can you drive Colin's real-life Ford Focus RS you can get behind the wheel of over 15 accurate WRC motors, including the Ford Puma Rally, MG ZR and classic Lancia 037. Cars are available in two-wheel and four-wheel drive modes, with variable levels of power.

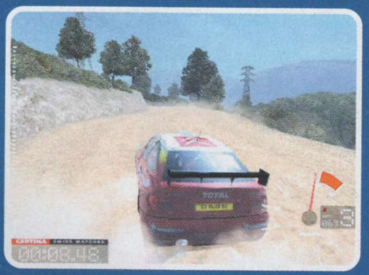


▲ Colin's motor is the closest you can get to the real thing without bouncing over the windscreen.



▲ The Subaru is the boy racer's choice and handles quite differently from the Ford Focus RS.

▲ Every car has been lovingly recreated – just check out those personalised numberplates.



▲ Naturally, whatever car you choose, they all tend to look the same when caked in brown dust.

Screen and Not Heard

The in-car mode is Colin's big visual lure. Rain lashes the windscreen in wind-swept patters, blurring and sploshing just like real-life. Only problem is, you can't see the road.

Look at it! Just look at it! Who'd thought we could get so excited about constant driving rain.

Check Your Ahead

Handily, the countdown timer starts well in advance of the checkpoint zone, so you gauge your progress relative to the pack and make the necessary adjustments. If you're falling behind, don't be afraid to jam on the gas and make up for lost time.

Co-blimey

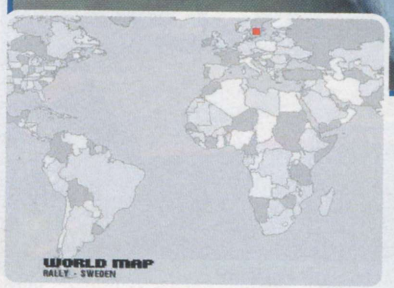
Colin's real-life co-driver is pace-noting each circuit individually so you get the same accurate advice the real fella would give you.

◀ Nicky's even got the Welsh flag on his mug. The one in his hands, not his noggin, that is.

Career Focussed

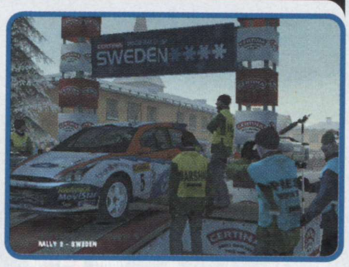
The career mode is *Colin McRae's* centrepiece, and a thunderingly accurate representation of the real-life World Rally Championship. You've got three years to win the World Championship or face the sack. Disturbingly, if you crash out of the first round of a race, that's it. The car won't get magically fixed if you trash it. You can even take part in pre-race shakedowns and log your telemetry data after each stage.

No, that's not a photograph – the pre-race camera pans are eye-rubbingly realistic.

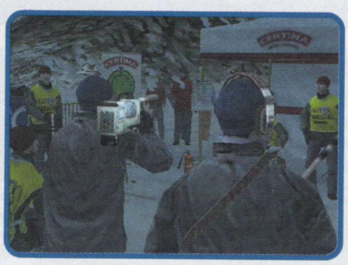


◀ The map displays your dizzying progress over the globe.

▶ Can you guess where this is? You can. Oh, nuts.



▲ It's like watching the telly, but better because you can skip forward at any time.


▲ The roving camera crews really lend to the atmosphere, buzzing about the car and crowding the starting line.

REPLAY

Naturally, they're incredible. But what did you expect?

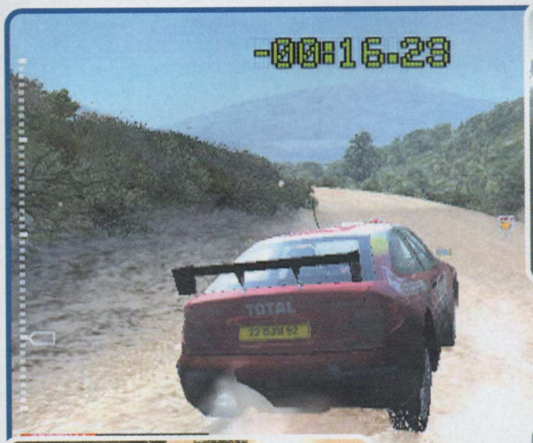
Chocolate digestive! This shot is even better than tasty biscuits.

Fig roll! You think you've seen it all but there's a tasty graphical filling.

Iced Gems! Look at the national badges on the window. Sweet, sweet, sweet...

Tracks The Way It Is

Highlights include the narrow, snow chunked straights of Sweden, the arching, cross-country roads of Japan and the vast expanses and dirty great leaps of Australia.



▲ We'd like to thank Sweden for Sven, not tricky sleet bends.

◀ Greece is dustier than a Scotsman's wallet – not Colin's though, he's richer than a truffle lasagne. Lend us a tenner mate.

◀ Flump a bike! The Aussie circuit is a real roller coaster ride – try not to flip.

▶ It's wet. It's grey. It's barren. It's Britain. Are you at all surprised?

Eddie Skid!

You've really got to keep pumping the brakes and checking your speed to avoid a race-killing spill on jagged terrain. Powerslides are expertly handled, with a fine counter-steering system and juddering physics.

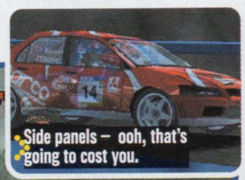
The car really bobbles about on the dusty road surfaces.

Snowy bends require a careful approach and much counter-steering.

Mad As A Shatter

Car damage is a key feature. Ogle in horror, as your motor crumbles to reveal a cruddy chassis with flapping doors – though the car won't collapse without good reason.

▼ The bonnet flaps around like a panicking thief, until it flies off into the distance.



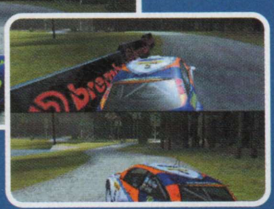
Side panels – ooh, that's going to cost you.

▲ That's torn it! Flip the car and you can pretty much say goodbye to pole position.

Two Can Play That Game

The two-player mode lets you pit your power-sliding wits and course mastery against a goading rival in the ultimate battle of rally godhood.

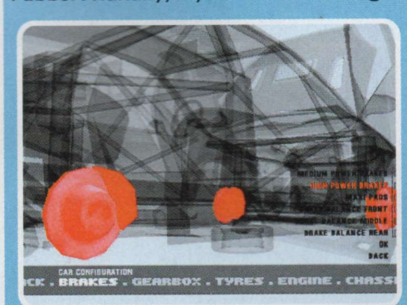
▲ The two-player mode is still early, so it lacks some detail. Hopefully, Codies will sort this out. Well, they better.



▲ Currently, only the Finnish circuit is finished but the finished game should let you compete on all the tracks.

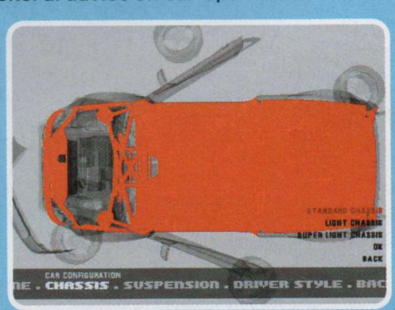
Engineer But So Far

Every aspect of the car – from suspension to chassis type – can be tinkered with to provide the ultimate personalised ride. Dry, straight course? Choose hard suspension and slick tyres. Bumpy and muddy? Go for soft suspension and soft rubber. Handily, if you don't want to get involved, the pit crew are there to offer general advice on car optimisation. Neat.



▲ You can tinker to your heart's content without braking the bank. See what we did! Did you? *Hmmm*? Sorry.

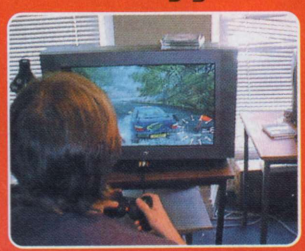
▲ There's a huge selection of tyres for different road surfaces, so you'll need to choose carefully.



▲ You can even alter your chassis type, but don't worry, the game's perfectly playable for garage-haters.

First Impressions

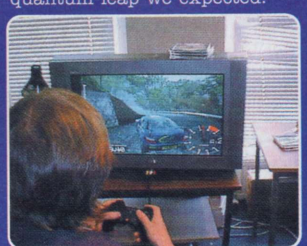
A quantum leap over all other rally games?



First impressions are terrific. The car models are awesome, with a boggling level of detail extending to every last square inch of wheel trim. When you hit a jump, you can see co-driver Nicky Grist grabbing the roll cage. The weather effects are show-stopping, with chunky flakes of snow and the best in-car rain effect we've ever seen.

The handling doesn't disappoint. You can really feel the car slipping away on the jagged snowy ledges and grumbling wistfully over the crumbly dirt tracks. Damage is equally impressive, with great bumper deformation, muddying chassis effects and destructible bonnets. The sound is accurate and the tracks are varied and demand tactical car calibration. Sadly, there's a few niggling doubts. On our unfinished version there's some reality-shattering scenery pop-up.

The biggest issue's that it doesn't feel like a massive departure. Codemasters seem scared to upset die-hard PSone fans. The core experience is eerily familiar to a glut of competing rally games. Better than V-*Rally 3*? Maybe. But perhaps not the quantum leap we expected.



GOOD COP BAD COP

Chipper weather effects and terrific handling – great for dedicated rally heads without upsetting beginners

Not consistently stunning to look at – more of the same. Won't convince rally haters to change their habits

WHERE IT'S AT

Can the rally great retain his crown against mounting opposition? The truth – coming to these pages soon.

OUT: NOV

FORMAT: XBOX
PRICE: £45

DEVELOPER: UBI SOFT
PUBLISHER: UBI SOFT

SPECIAL FEATURES: NONE
OTHER FORMATS: PS2 (2003)

CALL: 01932 838 230
PLAYERS: 1

PREVIEWER

Richard Melville

Witness the most detailed stealth hero yet, Sam Fischer. Later levels see Sam abroad a submarine.

Splinter Cell

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDA

Sam Fischer, reporting. I'm here to **beat Solid Snake** using stealth, **spy cams** and non-**lethal weapons...**

***Splinter Cell*'s stunning E3 debut turned heads, proved that *Metal Gear* wasn't invincible and now even Bill Gates wants a quick go.**

Sam Fischer is an undercover anti-terrorist agent intent on silently performing hits and stealing enemy intelligence files. The jaw dropping appeal of *Splinter Cell* lies in the use of light and shadow. Curtains sway and shimmer as shadows are cast, and Sam will need to kill the lights and switch to his night vision goggles to infiltrate heavily guarded areas. His magical belt of tricks also houses cameras for spying under doors and 'sticky' cams which can be thrown against any object to spy remotely.

IT'S STICKY!

When an enemy nears, Sam is able to jump and balance himself between corridor walls with his legs, while lowering his sniper rifle on enemies below. While *Splinter Cell* is all about stealth, players can choose how sneaky they want to be. Instead of turning off lights, Sam can hold an enemy at gunpoint and even use him as a shield during combat situations. You'll need to use every object to help you because once you've run out of bullets, you won't get any more until the next mission. The harsh realism and groundbreaking graphics make this GM's most anticipated Xbox game yet.

> "...his **magical belt** of tricks also houses **cameras and sticky cams** for spying under doors **remotely...**"

Softography

These guys have also made...

Rogue Spear GBA	75%
Rayman Advance	86%
Rayman 2	85%
Rayman Revolution	65%
Rayman M	52%
Tarzan Freeride	62%

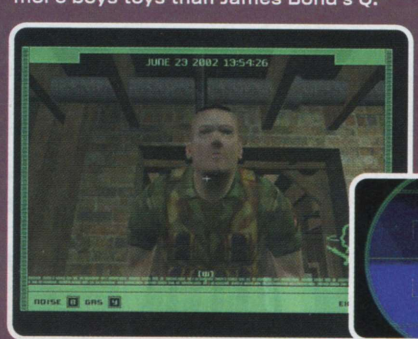
Factpack

The stuff you need to know...

Levels	26
Missions	11
Training Levels	2
Curtains	Lovely

Go Go Gadgets!

Equipped with long distance laser mics, gas grenades and the latest thermal goggles, Sam Fischer commands more boys toys than James Bond's Q.

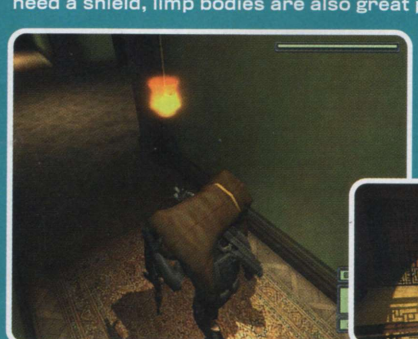


Sam can plant the camera and make it tweet like a budgie!

When a guard nears, the camera releases knock out gas!

He Ain't Heavy...

Stun or kill an enemy and you can carry them around. Enemies will hit the alarm if they see a corpse. If you need a shield, limp bodies are also great protection.



Forget dragging the bodies, Sam's great at the fireman's lift.

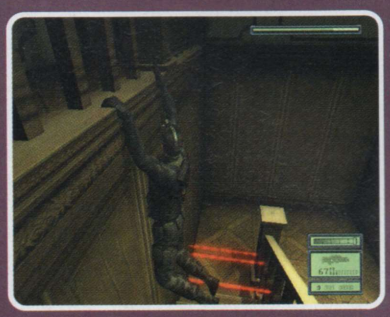
It's vital that dead enemies are placed in the shadows.

Stealth Athletics...

Sam can climb drain pipes, hang from ceilings in three different positions and scramble up walls. Most unbelievable is his ability to perform the splits between corridor walls. Tunnelling through air vents and using zip lines, pipes and ropes to pass above enemy bases is essential for sneaking through a level undetected.

▲ Flippin heck, bet he drinks Carling Black Label! Sam evades enemies with his ballerina-like agility.

▲ Discovering a lack of floor and fearsome fire effects, Sam needs to make like a monkey to beat the flames.



▲ Sam can double jump and reach high ledges to sneak by laser beams like Catherine Zeta Jones in *Entrapment*.

Secret Sam!

Snake might be able to crouch and slide against walls but Sam Fischer even more advanced. He can slowly open doors, leap through windows and crawl under desks like a cat with nine lives. A handy noise meter shows when Sam needs to pause or is in danger of alerting the enemy.

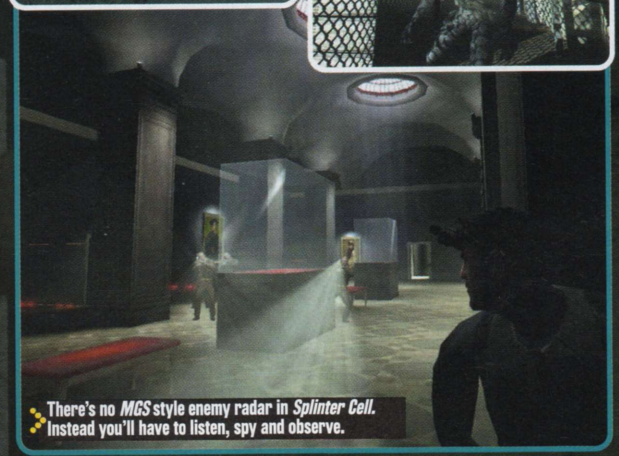
▲ With blackened face and on tip toes, Sam sneaks past the lab easily.

▲ Hold up one of these workers and his colleagues will run for help.

Light Up My Life!

Beams of sunlight cast shadows which are noticed by enemies and can be used to spot security guards lurking behind curtains. When venturing outside, the sun creates a glow which can temporarily blind Sam.

◀ The weird glow at the top of the screen is the glare of sunlight. Mind Sam's eyes!

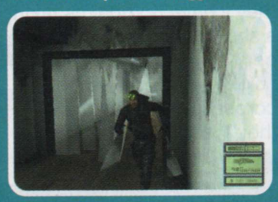


There's no *MGS* style enemy radar in *Splinter Cell*. Instead you'll have to listen, spy and observe.

Blowin' Free!

Much like your own house, curtains can be found in all levels and, apart from showing off the brilliant physics evident right through the game they can be used to hide behind – and bullets pass cleanly through them. Miss your target and the curtain will have revealed your position so aim carefully!

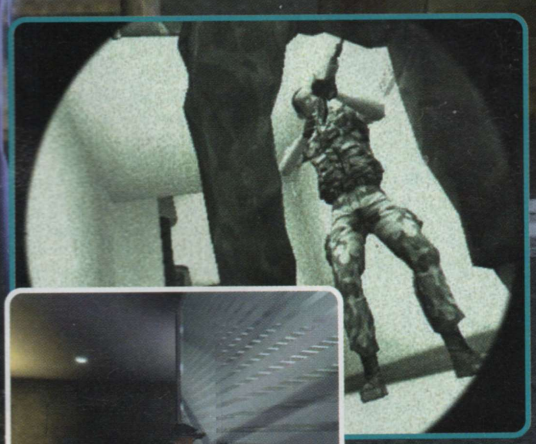
▲ Take aim through the cover of the curtain and squeeze the trigger.



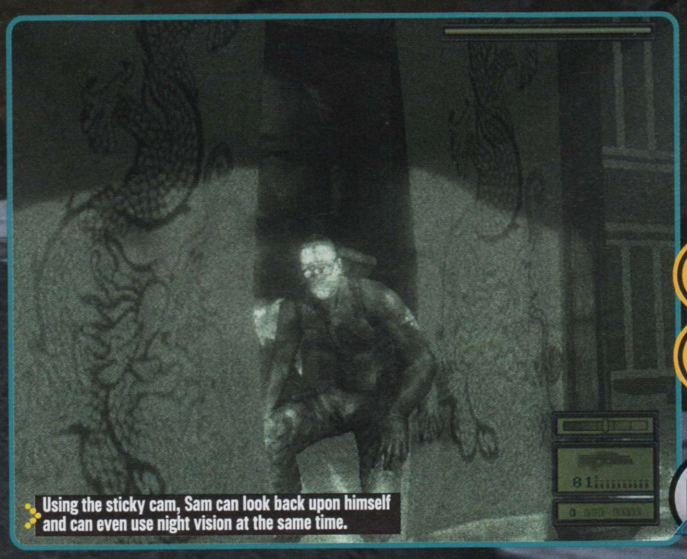
▲ Transparent fabrics provide little cover but make it easy to spot enemies.

Caught on Camera!

The main innovation in *Splinter Cell* is the use of tiny cameras. Pull out a minuscule wire, feed it beneath a door and you'll get a blue-tinged image of what lies beyond! It can be thrown to the ground and is then moved by a remote control!



◀ Plant a sticky cam by throwing it or precisely leaving it on a wall. Hide in a secure place and then spy on enemies!

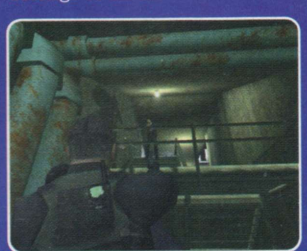


Using the sticky cam, Sam can look back upon himself and can even use night vision at the same time.

First Impressions

This time it's serious, Sam!

Just when it looked as though there was no light at the end of the Xbox action game tunnel, along comes *Splinter Cell*. Better looking than *MGS 2* and with innovative features that would even make Kojima jealous. Imagine all the strategy of a Tom Clancy FPS fused with the action scenes from the *Mission Impossible* film. Sam holds up enemies, intercepts radio broadcasts, uses secret mics and leaps around like Raiden. If you thought peering underneath doors was clever, Sam can also lean against doors, glancing through the narrowest of gaps and perform more impressive gymnastics than *Spider-Man*. In addition to his bulging sack of gadgets, Sam can use his thermal goggles to detect whether downed enemies are alive or just unconscious. The heat tracing goggles can be used to track the button combination on a door keypad, touched seconds before by a guard. Things have never been so well thought through, causing players to constantly be on edge, even holding Sam's breath when levelling a sniper rifle. The scope of Sam's actions and gadgets are reason to believe that the best new stealth game on the block belongs to Xbox.



GOOD COP BAD COP

Expands every feature of stealth games while looking absolutely stunning. If you've clocked *MGS 2* you need this.

Some of the office based levels look a tad bland, but we've been assured there's more dramatic scenes to come.

WHERE IT'S AT

Splinter Cell is 70% complete and is due for release in November. We, like you, can hardly wait.

OUT: SEPT | FORMAT: PS2 | PRICE: £45 | DEVELOPER: COMPUTER ARTWORKS | PUBLISHER: VIVENDI UNIVERSAL | SPECIAL FEATURES: NONE | OTHER FORMATS: PC, XBOX | CALL: 0118 920 9100 | PLAYERS: 1

PREVIEWER

Richard Melville

Discovering corpses increases tension and acts as a shocking office comparison to our Tom on an end-of-issue deadline.

▲ When entering new areas, a trailing camera reveals a hidden threat. Just what is the mysterious beast? A shaved chicken? Last Wednesday's tandoori?

▲ Flares can be carried to illuminate corridors but you can also stick them to walls, doors and ceilings.

The Thing

PDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NE

Deep in the Antarctic, you uncover an unidentified threat. This definitely isn't a case for **Mulder and Scully...**

Entering an Antarctic base, your team of heroes are sent on a mission to find out why nobody appears to be there any more. And it's not like they've found a nicer base around the corner.

Rather than go in guns blazing, your four man squad consists of Blake, a medic, gunner and a mechanic. You control Blake and issue commands to your team mates. Exploring the tense and desolate landscape needs to be carefully co-ordinated. Wander around outside for too long and you'll freeze while your team mates' Trust Meter may falter if you start act strangely. In times of suspicion, you can offer help by handing out extra weapons or offer injections for soldiers who have the shakes. Lose their trust and they'll have no qualms taking a shot at you, fearing you've been infected by a virus. Ask soldiers to stand near corpses for too long and they'll start to puke too. It's that realistic.

Softography

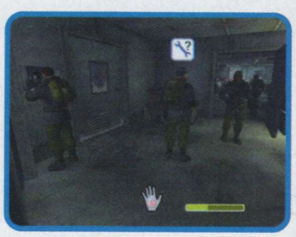
These guys have also made...

Evolva.....65%

ICE PLOP

During your quest for the truth, you'll need to rely on real-time cut scenes that offer few clues to your mission objective. Once outside, blue lights can guide you between buildings but don't expect to see the source of the problem straight away. In fact, there's no need to even fire a shot for the first hour of play.

▲ The facial detail on Blake and his team is hugely intricate and realistic.



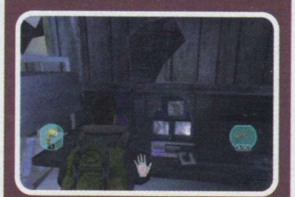
▲ When opening locked doors, you have to press circle and wait for the timer.

...ask soldiers to stand near corpses for too long and they'll puke...

Controlling CCTV cameras, cracking door codes and finding clues which explain what happened is your first task. Surviving the horror of what you discover is the next. Outside of *Resi*, *The Thing* is leading the survival horror charge with a plot that manages to continue on from the original creepy film and become the scariest thing since *Silent Hill 2*.

Remote Control

When exploring the murky, corpse ridden base, Blake discovers a bank of CCTV cameras which can be controlled. At first, it's hard to work out what purpose the cameras can be used for but look a little closer and you might just spot a vital clue. Very clever.

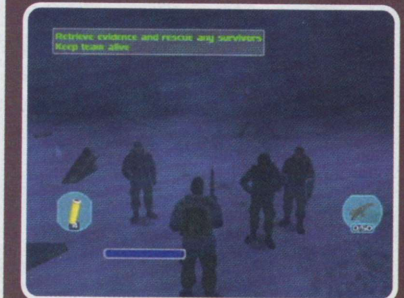


▲ Use the joystick to control CCTV screens and hunt for vital clues. They used to be a security measure.

▲ Look around and you might see a different perspective on some puzzles.

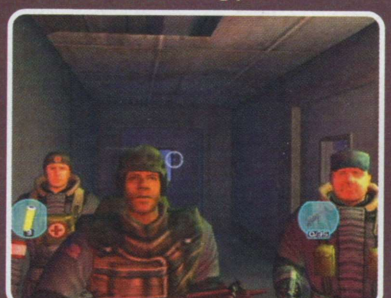
Command and Conquer!

Using your team wisely is the key to success. Keep your team alive by placing them in safe areas away from the cold and then bring them into play when you need help. The mechanic can be used to bypass door code locks and when danger finally rears its head, you'll need to use your gunner as a security guard. You'll find it useful to keep them around you most of the time and to keep them busy too. That way they don't get Thinged up and won't start doubting you.



▲ Get your team inside quick sharp, before they feel the effects of the cold and wet themselves.

▲ Bring up the option menu and you can give out commands after you select an available team member.



▲ Medic, gunner and mechanic line up for duty. It's best to keep all team members together.

GOOD COP BAD COP

The spooky atmosphere captures the feeling of the film while realistic soldiers and weather effects are thrilling.

Some of the puzzles need such thorough investigation of the environment that some gamers may miss them altogether.

WHERE IT'S AT

The Thing is 90% complete and we'll have a review next issue, once we've stopped shaking...

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** PIVOTAL GAMES | **PUBLISHER:** SCI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS, XBOX, GC, PC | **CALL:** 0207 585 3308 | **PLAYERS:** 1-2

There're times when legging it is the only option. Just get ready to hit the deck when they clock you.

Using the mounted guns is great. A wide field of fire and a huge bore makes for lots of bodies. Like so.

You'll find loads of huts and outbuildings to explore. There's often health and ammo.

Use the sniper rifle and wait for the crosshairs to turn red. That's your cue.

Conflict: Desert Storm

Fancy a break? Hot sun, plenty of sand? Meet new people? **Good. Sign here...**

REVIEWER: Neil Randall

A while back *GamesMaster* was deployed on a Black Op in *Conflict: Desert Storm*. We secretly returned for a second tour and, by God it was a warzone out there!

You'll soon learn to deploy each of your comrades as their skills suggest - just like *Rainbow Six*. One mistake and you're dead. Your brain is as important as your trigger finger and you'll be tested to the limits with missions that include reconnaissance, blowing up bridges and sharpshooter sniping.

With a tasty *Full Metal Jacket*-style training level we're expecting *Conflict: Desert Storm* to be a top thinking man's shooter!

GOOD COP BAD COP

Shooters are improving all time and *Conflict: Desert Storm* has a certain military accuracy.

Too much thinking and not enough killing might put some gamers off. There's loads to learn before you get any good.

WHERE IT'S AT

With any luck we'll be in khaki and crawling through the sand by the very next issue.

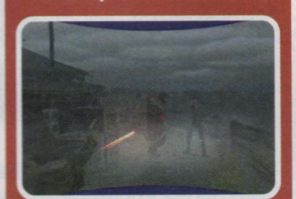
OUT: 2003 | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0208 846 2550 | **PLAYERS:** 1-4

Mount Up

Red gets to use loads of weapons from the period, like pistols, whips and dynamite. And where would he be without his horse?

As you're a 'lone' gunman epxect to out flanked on every mission.

This is classic Western actiion. There's always one in the clock tower!


The game seems big on atmospheric dust and weather conditions. Chokey!

REVIEWER: Dave Harrison

Red Dead Revolver

Capcom shows us that a man's gotta to do, what man's gotta do. Shoot people...

Yeee-ha! Howdy pilgrims! Why don't ya get off horse, drink your milk and we'll tell you about the latest rootin' tootin' shoot-'em-up.

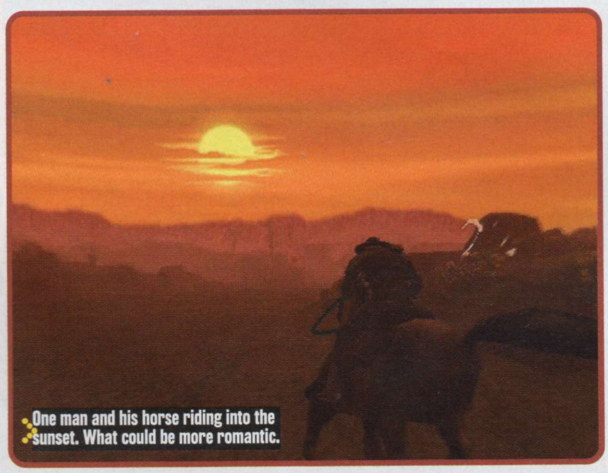
They're using the Wicky Wild West for a third-person action adventure which follows a cowboy who can sling his guns faster than you can say Bonanza.

Left for dead as child after his parents were pillaged, he was raised by a Indian and learnt the way of the gun. Now he's whipped out his cold steel to dispense some hot lead justice.

This is a game dripping with atmosphere as you take on outlaws in dusty frontier towns, wrapped up in stetson, neckerchiefs and, oooh, chaps! You're in your own interactive Western with action being a roughneck mix of toe-to-toe blasting and a more stealthy approach – perfect for foiling ambushes.

From what we've seen it's a mean, moody customer that's fairly tricky to handle.

It's unlikely to be with us till next year so there's plenty of time to make it as good as Young Guns! Go for it!


One man and his horse riding into the sunset. What could be more romantic.

GOOD COP BAD COP

Welcome return of the cowboy videogame. Who hasn't wanted to be just like Randolph Scott?!

Needs to sort the dodgy controls and tighten the visuals before we can start to get too excited.

WHERE IT'S AT

It's down for a post Christmas release so Capcom have time to turn this into a real sharp shooter.

OUT: SEPT | FORMAT: PS2 | PRICE: £45 | DEVELOPER: IO INTERACTIVE | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: PC, XBOX | CALL: 020 8636 3000 | PLAYERS: 1

PREVIEWER

Dave Harrison

You're able to play the game with a third person view or switch to first person with a hit on the R3 button.

There's on screen messages letting you know if you've been rumbled or if they've sussed there's a bald killer about.

There's 20 different levels and a whole Benetton advert of different nationalities to kill from Ruskies to frisky ninjas.

Even though you're supposed to do everything in a clever and restrained way, there is temptation to just go in blasting.

Hitman 2: Silent Assassin

SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDA

Senor 47 is back with a head so clean and polished you could eat your dinner off it. Yum!

There's something so alluring about being a lone gunman. You get to travel the world, wear sharp suits and kill anyone who bugs you. Now that's what I call a job!

So it's surprising that Agent 47, star of original *Hitman*, has taken early retirement. In fact we find him at the start of the sequel pottering around his garden shed in old Sicily, kickin' back with his homies. But sadly his time of busy-doing-nothing is rudely cut short when he's blackmailed and forced to go back to his day job and go around shooting people. Arse.

Softography

These guys have also made...

Hitman: Codename 47	63%
Tomb Raider: Curse OTS	82%
Deathtrap Dungeon	66%
Swagman	58%
Commandos 2	72%
Deus Ex	91%

SLAPHEAD

It's a cunning step by Eidos to bring out a *Hitman* sequel on a couple of consoles as the success of *Deus Ex* has proved they can handle PC sophistication. The PS2 code we got to tamper with was a bit fragile, but what we did see was pretty encouraging.

Mr. 47 moves sharply using the analogue sticks and even the most complicated of commands are sorted out by the action buttons. Best of all though are the graphics, with each level blessed with some superb texturing and cute lighting effects.

As for gameplay, even though it may have the same freedom as *GTA3*, this is a thinking gamer's game. With villas to storm and heavily guarded targets to take out this is as much about strategy as being cut loose with an automatic weapon to wreak vicious and bloodthirsty havoc - so hold hard on the blast button pilgrim.

> "...he's **forced** to go back to his **day job** and go round **shooting people**..."

The original game was greeted with a mixed response by those who use PCs to play games, so it will interesting to see how the sequel fares with PS2 and Xbox owners. Review coming very soon.

Lead Free

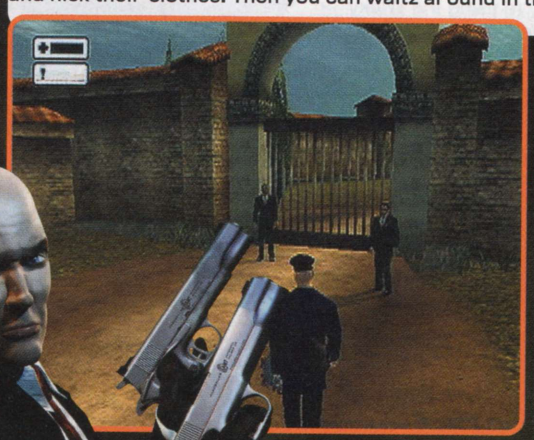
There's a total of 30 different weapons that you can choose from – many of which are not guns! Who'da thunk it?! Yep, there's more than one way to kill a mafiosi boss such as using knives, poison darts and best of all – the cheese wire so you can treat the bad guys like a Baby Belle.

Simple to use, no cheese board needed, just come at them on the blindside then you're too garrotte to trot.

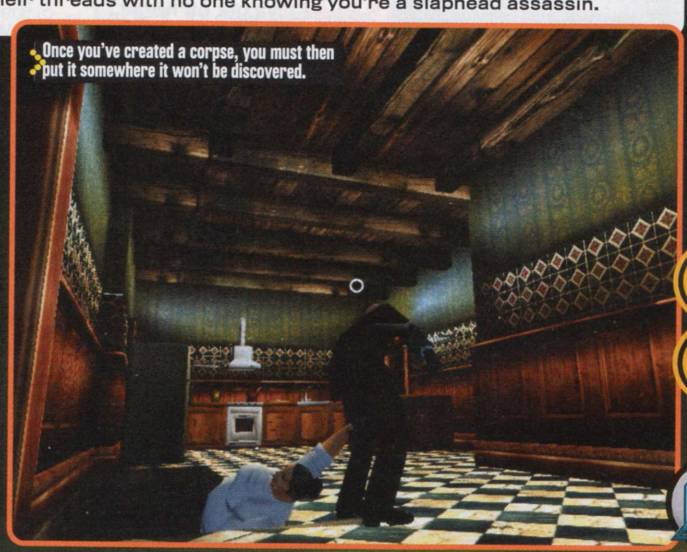
This guy deserves to die for copying your natty hair style *and* trying to carry off a tangerine jacket. As if.

Dead Man's Pants

One of the neatest and most curious features of the game, is Agent 47's ability to swap clothes with his victims. Yep, as soon as you've bumped off (or chloroformed, if you're being nice) a delivery boy or bodyguard, you can strip them naked and nick their clothes. Then you can waltz around in their threads with no one knowing you're a slaphead assassin.



Look at that for a cunning disguise! A postman with a bunch of flowers – now that's what I call a special delivery.



Once you've created a corpse, you must then put it somewhere it won't be discovered.

GOOD COP BAD COP

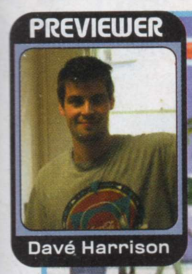
A gun game with brains and a bald guy – sounds like our idea of fun. Looks great and handles adequately.

Takes a while to get used to the controls and may be a touch too pedestrian for some gamers.

WHERE IT'S AT

The code we played only had three levels available and was not glitch free. Needs some tightening up.

OUT: OCT | FORMAT: PS2 | PRICE: £40 | DEVELOPER: NAMCO | PUBLISHER: NAMCO | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 324 6000 | PLAYERS: 1-2



King gets back into the swing of things. Each character has a new move but the old favourites still remain.

Jin starts each bout with his hood up but then it flops down as he gets a slap in the face. Nice touch of detail

▲ Who is that mysterious fighte... oh it's just Wang in a really crap purple shirt.

▲ Sadly Jun doesn't return from the grave but she pops up in a FMV ending.

Tekken 4

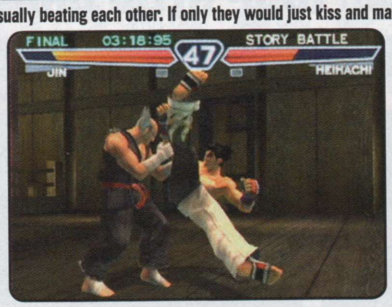
EW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦

We've already got a glass jaw, a tin heart and a head like sieve. Now we're just waiting for our Iron Fist...

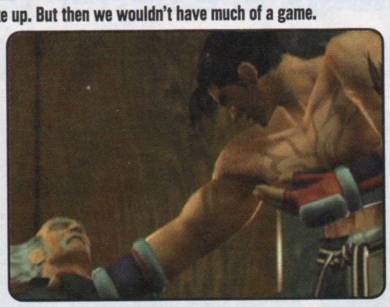
Like Father, Like Son, Like Really Mental!

You just can't beat those Mishima boys, mainly as they're usually beating each other. If only they would just kiss and make up. But then we wouldn't have much of a game.

▲ It's father versus son.



▲ Jin gets a different final stage to all the other fighters, taking on Kazuya then Heihachi in the family dojo.



▲ Jin has a completely new fighting style, choosing Karate over his families own blend of Kung-Fu.

We've been patient. It's been over a year since it came out in the arcade so we're more than ready for *Tekken 4*. You can almost hear knuckles being cracked in excited preparation.

Stuffed with completely new interactive arenas, 23 playable characters, three new characters, several golden oldie comebacks and more flying fists than you can shake a fist at. We know it's good as we've already done the rounds with the Japanese version - now it's just a case of inspecting the UK version to make sure everything is perfectly in place.

The one thing you've got to watch when it comes to PAL conversions of *Tekken* games is the loss of pace. Those who haven't played the NTSC versions will be blissfully unaware, but PAL *Tekkens* are noticeably slower than the Japanese version.

Softography

These guys have also made...

Time Crisis 2	83%
Moto GP 2	85%
Tekken Advance	83%
Time Crisis: Project Titan	78%
Point Blank	82%
Ghoul Panic	73%

TEKKEN UBERTIES

Fortunately we haven't noticed any difference in speed, but there's also no difference in terms of features and presentation. This means that we'll be receiving the same solid combination of one-player mode topped off with the crunchy *Tekken* Force mode. But on the flip side we won't see anything like *Tekken Tag*'s excellent bowling mini-game, which a shame. We had our hearts set on *Tekken Darts*.

With the excellent *Virtua Fighter* already out in the shops and satisfying many gamers beat-'em-up needs it should be interesting to see if the *Tekken* name still has the allure that it used to after the relative disappointment of *Tekken Tag*.

...it should be interesting to see if the *Tekken* name still has the allure...

▲ Steve Fox is a very tricky opponent as he always mixes the height of his attacks.

Marduk Down

Alongside Tekken Force, the other big highlight is Craig Marduk. The grumpy Vale Tudo fighter is a monsterous mountain of a man and a cross between King and Jack, with some lightening quick attacks to go with bone crunching locks. Definately a 'not down a dark alley' kind of guy.

▲ Graig is the biggest human character there's ever been and he can throw opponents like rag dolls.

▲ It's Paul in a compromising position.

GOOD COP BAD COP

UK gamers are finally getting their slice of chop-socky *Iron Fist* style after a right long wait. And this pleases us.

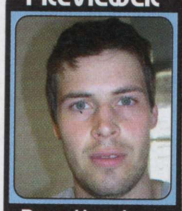
Takes time and devotion to locate that *Tekken* magic that made it the best fighting series around.

WHERE IT'S AT

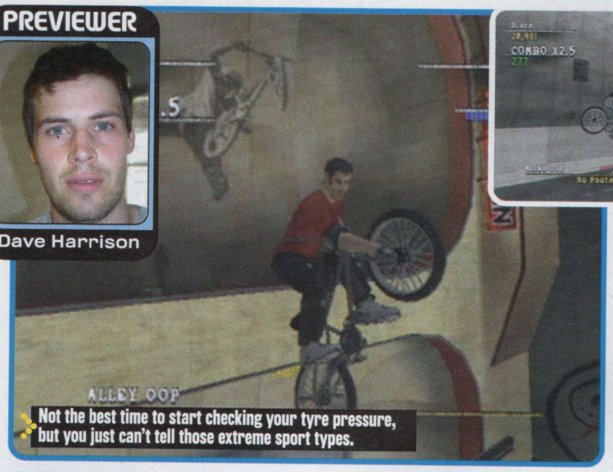
Trust us when we say it's just around the corner, ready to pop up and smack you in the teeth any time.

OUT: AUGUST | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** RAINBOW STUDIOS | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX, GC, GBA | **CALL:** 01753 756 100 | **PLAYERS:** 1-2

PREVIEWER



Dave Harrison



Not the best time to start checking your tyre pressure, but you just can't tell those extreme sport types.

Here's the harbour level in Boston. There's some nifty ramps but the water gets on your tits a bit.

▲ Each area is teeming with movement which means there's plenty to get smacked with. Including this very heavy train.

▲ The wipe outs in Mat are much more graphical than in *THPS*, mainly as Mat has got a nasty metal frame to get himself tangled up in. Watch your plums.

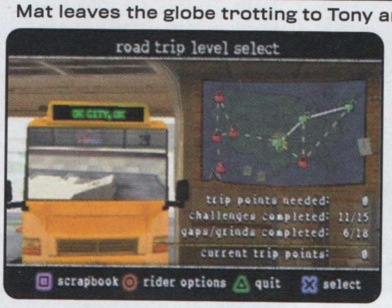
Mat Hoffman's Pro BMX 2

♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE!

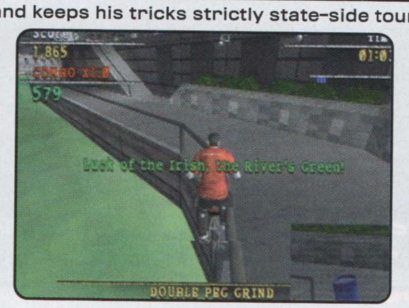
Mat tucks his **trousers into his socks** again to prove that **two big wheels** are better than **four little ones**...

On the Buses!

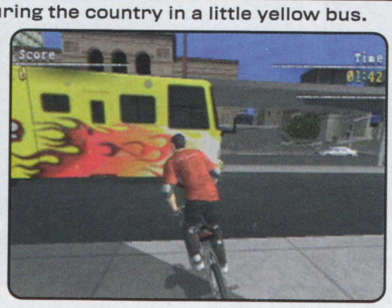
Mat leaves the globe trotting to Tony and keeps his tricks strictly state-side touring the country in a little yellow bus.



▲ Here's the entire itinery which takes you right across the US of A. It's like a big BMXing holiday!



▲ The tasks are designed to suit the city so here you have to turn the river green for Chicago's St.Paddy's Day.



▲ And heres the lovely Mat Mobile which goes between the cities so you can keep your pedal power for the tricks

Dutch Style

As the manual has become vital to the way we play *Tony Hawk's*, it's only natural that it's become an important part of Mat's game. They're just little wheelies though.

▲ Not only does it allow you to link street and vert tricks but it makes a nice change from all that aerial poncing.

▲ Once you've started with the flat land tricks you can link them to access some nifty freestyle points scoring.

Here's a how to make an extreme sports hit. First get an extreme sport. Next tag on a name (like a *Palmer* or *Hawk*). And now the add a number at the end. Easy money.

Oh, and we mustn't forget the other rule - to make the game dead good - a rule successfully adhered to for the original *Mat Hoffman*, meaning Activision haven't felt the need to change that much for number 2.

The handling is the same as the PSone original, the main interest being the next-gen graphics that the PS2 has kindly provided. Naturally the rider animations have been improved but the big difference is in the environments, as they're not only sharper but huge as well.

...just like Cliff, they all bundled on a bus in search of adventure...

CLIFF DIVING

MH2 shows that Activision are masters at piecing together the perfect extreme sport package. Not only can they knock together a kickass soundtrack but they really get their pound of flesh from the stars. The game opens up with a video of a road trip that Hoffman and his buddies took across the US. Just like the Cliff and his pals did in *Summer Holiday*, they all bundled onto a bus in search of adventure. This isn't just a naff PR stunt, however, as the game uses this trip as a structure. You visit several US cities completing challenges to reach the next destination. Obviously it's not sending a chimp into space, but it's nice to know it's almost like they've thought about it.

It's very similar to *Tony Hawk's* but the BMX lacks the same fluidity as the skate board

Softography

These guys have also made...

Star Wars: Racer Revenge	68%
ATV Offroad Fury	80%
Splashdown	61%

GOOD COP BAD COP

The next stage of the Hoffman developments. Neatly put together and enormously playable.

Has the odd glitchy niggle which somehow gives you the feeling it's THPS's poorer cousin.

WHERE IT'S AT

This preview code looked almost complete. Expect it here by the end of the summer.

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Just Wont Do - *Tim Deluxe*	112000	Shooting Star - *Flip N Fill*	111987	Light My Fire - *Will Young*	111414
LittleLessConversation-*ElvisvsJXL*	111957	Loves Me Not - *Papa Roach*	111989	Be Cool - *Paffendorf*	111962
Babys Got A Temper - *Prodigy*	111990	2 Way - *Shaggy*	111991	Dove - *Moony*	111978
Kiss Kiss - *Holly Valance*	111898	Underneath Your Clothes - *Shakira*	111992	Don't Let Me Get Me - *Pink*	111930
The Logical Song - *Scooter*	111965	Hero - *Chad Kroeger*	111966	At Night - *Shakedown*	111963
How Come U Don't Call Me -*Alicia Keys*	111993	It Takes More - *Ms Dynamite*	111967	Oops Oh My - *Tweet*	111932
Full Moon - *Brandy*	111994	Just A Little - *Liberty X*	111935	Best In Me - *Blue*	111950
Emerge - *Fischerspooner*	111995	Stop Crying Your Heart Out - *Oasis*	111968	Freak Like Me - *Sugababes*	111896
Gonna Be Alright - *Jennifer Lopez*	111996	Get Over You - *Sophie Ellis Bextor*	111969	Temple Of Dreams - *Future Breeze*	111953
Mother - *M Factor*	111997	Unchained Melody - *Gareth Gates*	111684	La La Land - *Green Velvet*	111954
By The Way - *Red Hot Chilli Peppers*	111998	Julie - *Shaggy & Ali G*	111666	Love At First Sight - *Kylie*	111955
		When U Look At Me - *Christina Milian*	111981	Were On The Ball - *Ant and Dec*	111958

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PICTURE MESSAGE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 5510, 6210, 6250, 8210, 8850, and 9110i. NOKIA 3310, 3330, 5510 can use Pictures as Screen Savers. ERICSSON: T20e, R520m

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Match of the Day	111126	Hide U - *Kosheen*	111379
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In My Eyes - Milk inc.	111940	On The Move - *Barthezz*	111447
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Heartless - Heartless Crew	111942	You Are Alive - Fragma	111844
Da Leader- Nigel & Marvin	111943	Bekissima - DJ Quicksilver	111712
Sunglasses@Nite Tiga & co	111944	Camels - Santos	111721
Attitude - Alien Ant Farm	111946	Pulsar - Mauro Piccotto	111695
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The Hindu Times - Oasis	111895	Equador - Sash	111739
Lazy - X Press 2	111897	Zombie Nation - KernKraft 4000	111252
Girlfriend - NSYNC	111933	Insomnia - Faithless	111763
Make It Good - A1	111934	Judgement Day - Dirt Devils	111765
Just A Little - Liberty X	111935	**THEMES**	
Made Of Stars - Moby	111936	Mission Impossible	111121
Its Ok - Atomic Kitten	111938	Only Fools And Horses	111389
Hungry - Kosheen	111899	Harry Potter	111548
Get Happy - Zoe Birkett	111928	Axel F Beverley Hills Cop	111691
Ride Wit Us - So Solid Crew	111667	Match of the Day	111126
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Aint It Funny (Remix) - J Lo	111690	Winnie The Pooh	111613
Oi - More Fire Crew	111692	The A Team	111115
Tainted Love - M Manson	111888	James Bond	111119
4 My People - Missy Elliott	111890	Spiderman	111645
Shake UR Body - Shy FX	111891	The Good, The Bad & The Ugly	111181
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Resurrection - *PPK*	111550	The Terminator	111602
La Passion - *Gigi D'agostino*	111693	Batman	111606
Castles In Sky - *Ian Van Dahl*	111270	Pinky And The Brain	111607
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We are the Champions
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Only Fools & Horses
Benny Hill
Father Ted

EMINEM 119915
Real Slim Shady
Stan
Purple Hills - D12

HITS 119921
Hey Baby - DJ Otzi
Because I Got High - Afroman
Castles In The Sky - Ian Van Dahl

KYLIE 119918
Can't get you out of my head
It's in your eyes
On a night like this

HIP HOP 119905
Because I Got High -Afroman
Fight Music - D12
Blow Ya Mind - Eve & Gwen Stefani

RINGTONE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 5510, 61xx, 62xx, 8210, 8310, 8110i, 88xx, 7110, and the 9110i. SAGEM: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949 MC950, MC952, MC956 & MC959/i MOTOROLA: T250, V50, V100, V8088 & Timeport 260

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SPIDERMAN 2	09063 608049	SYPHON FILTER 2	09063 646537		
SMACKDOWN 3	09063 615550	INDIANA JONES	09063 646538		
POKEMON CRYSTAL	09063 615551	DRIVER 2	09063 646539		
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OUT: AUTUMN | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** ARTOON | **PUBLISHER:** MICROSOFT | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0870 601 0100 | **PLAYERS:** 1

PREVIEWER

Dave Harrison

Here's the cheeky chap with not so much a Cheshire grin as a Jamie Oliver fat tongued gape.

Blinx, the character, is wonderfully animated with some delcate touches, almost *Sonic* like.

Blinx: The Time Sweeper

NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! •

Take a cat, **a vacuum** and the ability to **manipulate time.** Just light the blue touch paper and **stand back!**

Walk into any games store and throw a stick and you can guarantee that it will hit either a driving sim, a football game or a WWII title. You might then get asked to stop throwing sticks, but by this point you would have proved that certain genres are grossly over populated.

Softography

These guys have also made...

Pinobee	88%
Ghost Vibration	N/A
MechCommander	80%
Crimson Skies	76%
MechCommander Gold	81%
Amped: Snowboarding	80%

THIS GAME SUCKS

The flip side to this is that some genres, specifically the 'time travelling cat' genre are woefully undernourished. But Microsoft are preparing to readdress the balance...

Employing the services of Naoto Ohshima, the man designed *Sonic*, they've come up with *Blinx: The Time Sweeper* which looks like a standard 3D platformer, but is so much more. Like *Halo*, it makes specific use of the Xbox's harddrive. The big slab of memory records all your movements so you can manipulate them by pausing, rewinding and even recording the action. Confused? Well imagine that a bridge that you urgently need to use has just crumbled and fallen into the river – no problem. Just get *Blinx* to stand on the debris, rewind time and the bridge will piece itself back together again!

...rewind time and the bridge will piece itself back together again...

This time travelling isn't a gimmick, it's an essential part of what is one of the most innovative games that we've seen for some time and which adds an completely new and unique dimension to platformy puzzle solving.

Factpack

The stuff you need to know...

Levels	40
Time features	5
Types of crystals	5
Weapon of choice	TS1000

He's The Top, He's The Tip, He's The Championship.

The *Blinx* story is a typical one – working as a janitor in a Time Factory, his job is to collect any time control crystals before they get lost and cause any time glitches. But then our feline hero hears that the Princess has been kidnapped by a gang of thieves who also intend to nick all the crystals and mess around with time. Well this isn't happening on *Blinx*'s watch, no siree Bob. No one calls Blinx a pussy. Just like a typical day at the office then. Well, it is round here...

As the time crystals have been tampered with the world is in chaos with night and day overlapping.

BLINX: THE TIME SWEEPER

Erase and Rewind!

You can control the flow of the game with the video options. The world can be put into slo-mo while *Blinx* moves around in real time or fast forward to achieve goals quicker.

▲ By fast forwarding the action you can complete objectives in no time at all.

▲ Pause the action and everything stops but *Blinx* can still peg it around. Cute!

▲ Whenever you meddle with time the colour scheme all changes.

◀ By rewinding the action this statue re-erects itself and *Blinx* uses it as a lift.

Finest Blend

Each of the video options has a corresponding crystal which must be collected to access that option. Every time a monster is killed they leave crystals, but for every four you collect, three must be the same type for them to be any use. So keep a close eye on what you pick up.

▲ You can't just go around grabbing crystals. It needs some thinking about.

▲ The time fiddling options light up once you've collected the right crystals.

Hoove Is In The Heart

Blinx is armed with the TS1000 which can be used as a conventional vacuum cleaner but is really a lethal weapon. Simply suck up anything lying about and fire it out.

▲ These green bad boys bounce about then grow spikes and charge at you. They can only be taken out when spike less.

► Blinx holsters his vacuum cleaner but you can instantly fire when necessary.

◀ Take time out to suck up plenty of ammo at the start of the levels.

▼ Will *Blinx* have the appeal of *Mario* or *Sonic*?

Cross My Paw

As well as the time crystals, the levels are littered with nuggets of pure gold! The more *Blinx* collects the more he can upgrade his hoover and the bigger things he can suck.

There's crystals knocking about the environments and they also appear when the bad guys cop it.

If I Could Turn Back Time

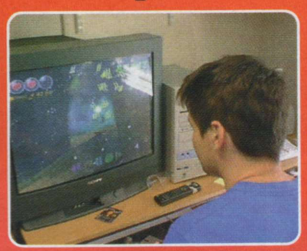
There's no time for regrets when you play this game as even when you die the action is rewound back a few seconds to give you a second chance.

◀ Rather than starting the level right from the start you're just taken back in time a few seconds.

► The weeble shaped bad guy can shoot out benches and barrels, just like *Blinx*.

First Impressions

Bring back that loving feline!

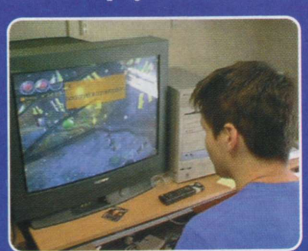


As soon you start the demo level you realise that the Xbox is ideal for platform games. It can handle tons of details, action and lighting effects without a hint of slow down and using the twin analogue sticks you can chuck the camera round and move easily. If only the action buttons weren't so clustered and pants in so many ways.

Anyway – *Blinx*. The first thing that hits you is that there's just so much going on. In one small section there were 4 monsters and a steady stream of barrels piling down among a cluster of pickups. Fortunately *Blinx* is quite slow as a character so it's possible to pick your way through the chaos.

Even though it looks a lot like a normal platformer, there's far more strategy involved than you first think. Firstly the crystals have to be collected in a specific order to be of any use which means even collecting icons takes some thought. Then each puzzle has to be sized up so you know how manipulate the time effectively.

With so much to consider it's really a game you learn through trial and error which is a true test of your games skills, but can also get a bit annoying as well when you have to replay levels.



GOOD COP BAD COP

A fresh slice of pure innovation, that pushes the envelope, shoves the stamps and hustles the stationary.

Takes time to get used to and is it what *Halo* type fans *really* want from their Xbox.

WHERE IT'S AT

Tentatively put down for a 'Autumn' release. We expect it to turn up sometime in November.

OUT: OCT | FORMAT: XBOX | PRICE: £45 | DEVELOPER: CLIMAX | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2 | CALL: 01753 756 100 | PLAYERS: 1-4

PREVIEWER

Richard Melville

The replays allow you to stare at the lovely high res Xbox detail on the cars and the track. You can even see the drivers' eyes!

Rally Fusion: Race of Champions

DATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS!

Race rally cars and beach buggies around the world in 10 huge challenges...

Get ready for a driving game that swaps reality for riotious racing. Set across tropical islands, the Arctic and barren deserts, *Rally Fusion* is the perfect reason to drive at insane speeds and total the most powerful rally cars in the world.

Based around the annual Gran Canaria Race of Champions, 20 licensed rally cars and super fast buggies race against each other in a fearsome fight for first place.

Softography

These guys have also made...

Moto GP	83%
ATV: Quad Power Racing	70%
Power Rangers Lightspeed	35%
Tony Hawk's 2	91%
Spider-Man	82%
Buzz Lightyear	62%

DE FRESH MODES

Activision have spiced up the action further by introducing new locations, exaggerated gravity and a host of original challenges which unlock hidden secrets. In addition to a normal career mode, 12 additional modes are included and are all part of what makes *Rally Fusion* so vast. Hill Climb is a solo battle against the clock to reach the finish line without plummeting to your death and Elimination knocks out the driver in last place at every checkpoint. Most innovative, however, is Follow The Leader which gives each racer a health bar which constantly falls unless you're in first place. It's survival of the fittest during four player races which are constantly tense. An Endurance option means that even average players can unlock secrets purely by putting the hours in, rather than winning championships. In order to unearth all cars, you'll need to do both. The arcade handling, wide roads and mud-riding powerslide action mimics arcade classics like *Sega Rally* and offers the same pedal to the metal action as *Burnout*. We'll have the dirt spattered review next issue.

...average players can unlock secrets purely by putting the hours in...

Arcade fans who remember Sega Rally will be thrilled by the ramps and drifts.

Tropical Tracks

Set between the Gran Canaria mountain ranges and fantasy deserts, the tropical climbs of Rally Fusion feature tracks so wide that six cars can race side by side.

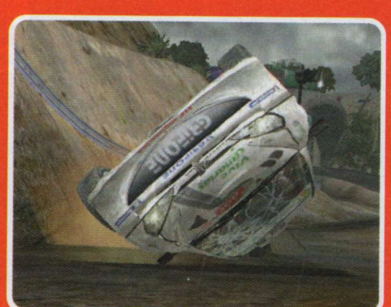
Although set in Gran Canaria, the track can be host to stormy weather, making driving conditions difficult.

Weave through the pack without crashing then leap right over the dunes.

Grand Canaria Crashes

Despite featuring official Peugot and Toyota cars, you can completely destroy them. Roll a vehicle and you can lose your windscreen, wheels and even your co-driver's map! After such devastation, the bare framework of your car is revealed, showing the detail on the drivers themselves. It's like a skeleton car being driven by two sheathed monkeys.

To keep it flowing, you usually land on your wheels after a roll but if you topple, you'll lose valuable time.



The Gran Canaria track is divided into two lanes but when you crash you can jump over to your opponents.

The Spaniard was unfamiliar with the English road signs, despite irate hand gestures from his co-driver.

GOOD COP BAD COP

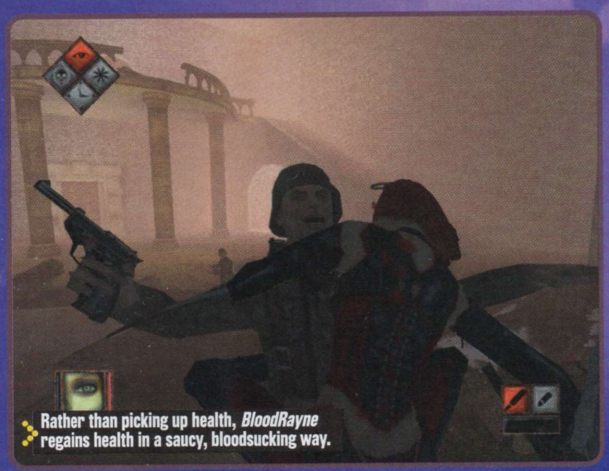
Wide tracks, official cars and a satisfying amount of crashes. The huge list of game modes are great value.

At present, there is not a big enough difference between the handling of a buggy or genuine rally car. Boo!

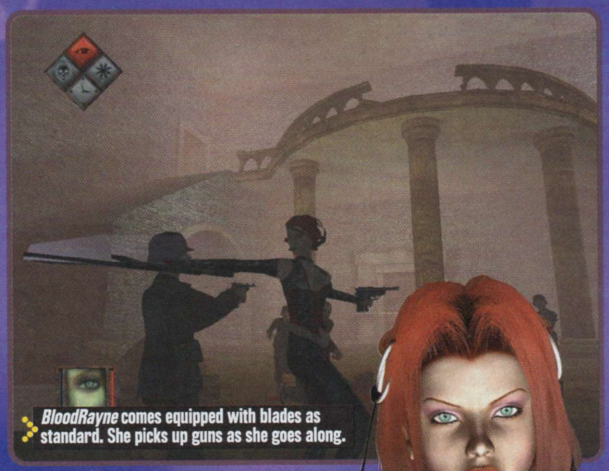
WHERE IT'S AT

Rally Championship: Race Of Champions is 75% complete and we'll have the full review next issue.

OUT: OCT | FORMAT: PC | PRICE: £30 | DEVELOPER: TERMIMAL REALITY | PUBLISHER: VIVENDI | SPECIAL FEATURES: NONE | OTHER FORMATS: GB, XBOX, PS2 | CALL: 0118 920 9100 | PLAYERS: 1



Rather than picking up health, *BloodRayne* regains health in a saucy, bloodsucking way.



BloodRayne comes equipped with blades as standard. She picks up guns as she goes along.

This is one bloody game, and you slice and dice your way through the Third Reich.

One of *BloodRayne*'s special vamp powers is being able to see through walls

BloodRayne

Think *Devil May Cry* **meets** *Castle Wolfenstein* **meets** *The Matrix* **meets...**

PREVIEWER: Dave Harrison

It's great when you get a game that's a swag bag of nicked ideas cos it's such fun picking out which bits come from where. So lets have a crack.

BloodRayne is half vampire, half human (*Blade*) and works as a secret agent. Her vital mission is to stop the Nazis from harnessing supernatural powers (*Indiana Jones*).

Blessed with vampire powers and armed with blades, grenades and guns Ms. Rayne is a killing machine shredding the Hun face-on. She has slo-motion perception to help with large battles (*Max Payne* 'bullet time') and doesn't need to collect health as she just sucks her victims dry (*Blood Omen*)...as it were.

Despite its mixed bag of ideas this could prove to be a very schlocky, bloody barrel of laughs.

GOOD COP BAD COP

A fine blend of vampires, guns, gore, and Nazi killing. All the essential ingredients for a good game.

The code we've seen is a bit shaky. Maybe signs that the execution won't be able to match the ideas.

WHERE IT'S AT

It's all lined up for a Halloween release. Do you see what they're trying to do there?

OUT: NOW | FORMAT: PSX | PRICE: £35 | DEVELOPER: PARADOX | PUBLISHER: ACTIVISION | SPECIAL FEATURES: MULTITAP | OTHER FORMATS: NONE | CALL: 01895 456 700 | PLAYERS: 1-4

MX Superfly

Tricky Ricky is back and this time he's gotten all **blaxploitation** on us...

PREVIEWER: Dave Harrison

***MX 2002 Featuring Ricky Carmichael* might have been a tasty game, but the title was a bit of a mouthful. So rather than *MX 2003 Featuring Ricky Carmichael Once Again*, it's now just plain *Superfly*!**

It's not just for convenience, however, as this sequel has slanted the gameplay towards being as 'fly' as possible - the whole Freestyle section having swollen to exploit what were the best parts of the original. Now alongside the huge arenas and the 11 mini-games is an all-new Freestyle Career mode to reward your crazy-ass skills.

Then there's 26 riders, 22 tracks and a Stunt Track Editor to busy yourself with. But *MX* is not just about the features as there's a tight, hard-working physics engine behind it all. There's improvement in handling and response all combined with some sharp animation which should maintain *MX* above its many motorcross competitors. Fans of the original will be back for more, but the new look freestyle section might well interest some friends of *Tony*.

Swing Away

The Freestyle areas might not be *ATV Offroad* huge, but they are big and take you to some unlikely places to let you to kiss the sky.

Fore! Fortunately the golfers on this course always let you play through.

There's one huge bit that includes an Area 54 site and a Western Ghost town.

Where better to try and injure yourself than over a mini Grand Canyon.

It's not essential but it's nice to try and impress the crowd when winning the race.

The races are superb as the AI for the other riders really feels spot on.

GOOD COP BAD COP

Not just more of the same, but a real attempt to both improve and give fans of the original what they want.

Cool and silly as it is it will have to go some to compete with EA's spectacularly daft *FreekStyle*.

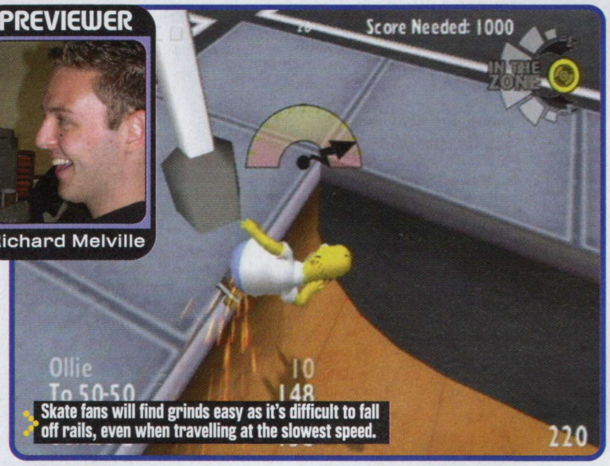
WHERE IT'S AT

Dead near. We're talking review next issue and out early Autumn. Just looking for it's helmet.

OUT: Sept | **FORMAT:** PS2 | **PRICE:** £45 | **DEVELOPER:** THE CODE MONKEYS | **PUBLISHER:** ELECTRONIC ARTS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 1-2 | **PLAYERS:** 1

PREVIEWER

Richard Melville



Skate fans will find grinds easy as it's difficult to fall off rails, even when travelling at the slowest speed.

▲ Marge heads into traffic and waves her hands in the air, like she just doesn't care! She's one funky mother!

▲ When Homer falls off his deck, his yellow belly can terrify passing pedestrians of Springfield.

The Simpsons Skateboarding

E! • NEW SCREENS! • UPDATE! • NEW SCREENS! • UPDATE! • NEW SCREENS! • UPDATE! • NEW SCREENS! • UPDATE! • NEW SCREENS! • UPDATE

Welcome to Eye On Springfield! Today we're looking at The Simpson family and the Springfield Skate Tour!

Solid Snake on a deck turned heads, but no genre is out of bounds for *The Simpsons*. After *Crazy Taxi* style antics in *Road Rage*, Springfield's first family are heading Hawkwards for their next adventure.

The whole Simpson family are included as standard but unlockable characters include Krusty, Wiggum and even Mr Burns! The Skate Fest mode allows you to unlock levels by completing random tasks. Starting at Springfield Elementary, you've got to catch 5 truant kids, collect the letters of Skinner's name and gain 1000 points in under 30 seconds.

Softography

These guys have also made...

Goofy's Fun House	50%
Nice Cats	30%
Dalmations	25%
Live Wire	65%
Turrican GB	70%
E-Motion	80%

STINKY HOMER

A Skillz practise mode is included as well as a Timed Trick Contest so Homer can win some cash to replace his tatty home-made deck. In terms of control, it feels like *Tony Hawk's* for juniors, with easy stunts and simple grinds. Rather than the realistic physics of extreme skaters, *The Simpsons* float across obstacles and gawp at you as they perform stunts like Homer's Stinkyfish.

▲ The little yellow square-headed fellow appears to have had a grinding accident.

▲ His pointy-haired sibling on the other hand appears a tad scared of the dark.

It looks to be the funniest game of the series yet. You'll giggle like a baby as Lisa goes too fast and starts to scream, and snigger as Bart crashes and moans. Fans will love the in jokes and voice overs but the big question is how will it compare to 'real' skaters? With the impressive *Aggressive Inline* out now and *Tony Hawk's 4* just weeks away, Springfield will need to use all of its appeal to hook skate fans.

...you'll giggle like a baby as Lisa goes too fast and starts to scream...

Look At Me...

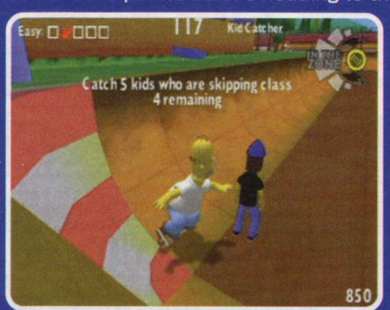
...Doh! Speed along a half pipe, grab some wicked air and watch Homer stare at the sky while his Duff stuffed belly wobbles like jelly. The higher you go, the more he wails in confused fear. Go on, make that donut addled yellow man squeal like a piggy!

▲ Homer manages his only form of exercise but perform a trick and you'll see his fat ass needs more than that!

▲ Years of drinking and donuts have taken their toll on the gut of Homer.

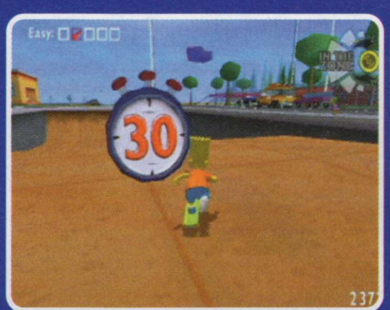
Too Cool For School!

There are three main tasks to be completed before you can go beyond Springfield Elementary. Firstly, you've got to catch truant kids, passing them back to a flustered Skinner. After that, you'll need to grab the letters from Skinner's name and close 5 shops by collecting Open signs. The final task unlocks a hidden area, with the opportunity to gain some more points before heading to the next park.



▲ Spot a truent kid and chase him, then pass him to Skinner for severe punishment lesson in detention.

▲ Nab the sign and you'll shut shop. Nobody needs to be shopping when there's a skate contest on in Springfield.



▲ Collect clocks on each level and you'll be given a minute or less to trick your way to a high score.

GOOD COP BAD COP

Genuine episode voice overs and a real likeness to the series. You'll snigger like a truant Bart Simpson.

Gameplay is simple and there's an odd sense of gravity, meaning that stunts aren't as fluid as serious skaters.

WHERE IT'S AT

***The Simpsons Skateboarding* is 70% complete and will be reviewed next issue. Aye caramba!**

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ARMORED CORE 2 ANOTHER AGE

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King's Field IV

Metro3D

PlayStation 2

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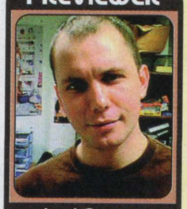
OUT: SEPT | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0208 846 2550 | **PLAYERS:** 1

PREVIEWER



Joel Snape

The evil Nobunaga is *Onimsha*'s very own Darth Vadar but is the owner of a very suspicious 'tache.

Onimusha 2

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Pressie Evil

Finding trinkets for your mates is crucial to survival, but if you give them the wrong thing they'll take it and sulk. But don't fret, they'll drop you huge hints.

A telescope? It's no use to us, but Makaoichi likes it...

...and helps us out when we're outnumbered in a scrap.

Use him as a human shield, though, and he won't be so helpful again.

Lace up your **stomping boots**, shine up your sword – but don't forget to pack some **pressies...**

Jubei Yagyu's a friendly sort of bloke. Where Samanosuke - hero of the first *Onimusha* - got by on his wicked katana skills and the occasional assist from ninja-lady Kaede, new bloke Jubei chats to people, helps out in arguments, hangs out in pubs - even gives people *presents*. Of course, being a samurai he's a bit surly, - but, y'know, he *tries*.

PRESENT TENSE

The reason for his chumminess is simple - Oda Nobunaga's back to his village-butchering tricks, and Jubei needs help. Enter a new RPG element to *Onimusha* - throughout the game, you'll return to the central hub village where you can interact with the population. If you've collected enough gold or found something of interest to the inhabitants, they'll return the favour by aiding you in combat or teaching you new moves. The combat system's as robust as ever, allowing Jubei to kick, skewer and slash bad guys with a variety of combos – and of course, you'll still be able to stab a prone bad guy through the ribs then stamp on their neck to pull your sword free. Chuck in a couple of mini-games, a new version of the super-tough *Dark Realm* and even a flamethrower, and you've got *Onimusha*, only tougher, cooler and much longer than before. Forget your real mates - you've got a whole new set here.

Softography

These guys have also made...

Devil May Cry	90%
Capcom Vs SNK 2	84%
Onimusha	90%
MegaMan Xreme	74%
Resident Evil 3	94%
Dino Crisis 2	88%

Samurai Jack

Jubei Yagyu's a famous name in Japan - he was a real-life samurai, but pops up everywhere from Manga classic *Lone Wolf And Cub* to anime flick *Ninja Scroll*.

Hefty feudal fashions: not funky but used for protection during battle.

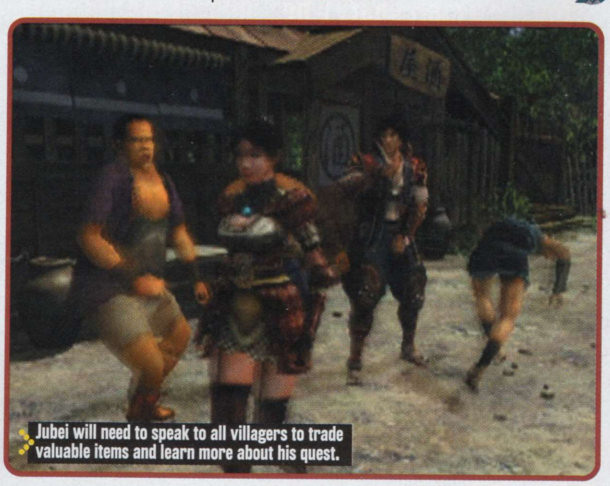
Fights can break out at any point, even outside local bars.

...you'll still be able to stab a bad guy through the ribs and then stamp on their neck and pull your sword free...

Factpack

The stuff you need to know...

Main Weapons	4
Supporting Characters	5
% More FMV Than Oni 1	50
Size of Development Team	70



Jubei will need to speak to all villagers to trade valuable items and learn more about his quest.

Oni when I laugh

Onimusha, quite literally, means 'Ghost Warrior.' Unlike Samanosuke, Jubei isn't dead, but he's still got skills. A mysterious demon lady granted him the power to wig out whenever he collects five purple orbs. The speed of his attacks once in hyper mode hit warp levels and leave demons confused and, hopefully, dead on the ground...

▲ The mysterious demon lady gives Jubie the power to fight the undead enemies he'll need to finish quickly.

▲ In a melee scrap, Jubei and his weapon will glow as he increases in speed, disappearing in a frantic blur.

▲ To really punish a fallen enemy, step over his injured body and spear his torso with your sword. Hear me roar!

Horsing about

The intro is a piece of pixorial genius. Demon warriors charge into the Yagyu village, pinging flaming arrows onto thatched roofs and causing a right royal row. Kung-fu villagers fight back bravely, flinging spears at the invaders – but they're all cut down eventually. How did they do that?

▲ By motion-capturing real horses and blokes wielding sticks, natch.

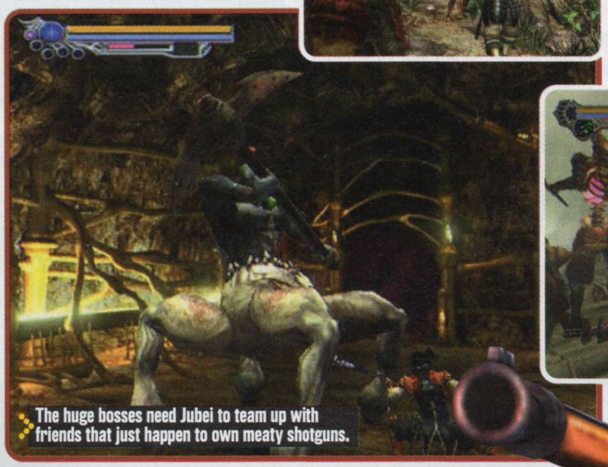
▲ And the result – a pitched battle more exciting than Braveheart. Woo!

Chop – Hammer Time!

Apart from mastery of the katana, warlord Jubei is skilled with several other weapons. The ice spear makes a welcome return, alongside the bow and musket – but our new favourite method of dispatching lizard men has to be a flippin' great mallet...

◀ The ice spear stuns enemies, so Jubei can wade in for a final brutal sword strike.

◀ When visiting a new scene, enemies can come at you as you advance – but some cheeky fellows even follow you. Kill them all.



The huge bosses need Jubei to team up with friends that just happen to own meaty shotguns.

▲ When you're on a roll, your selected weapon will become more potent.

Four Time Winner

Jubei befriends four cliched characters throughout the game – the fat one, the cocky teenager, the clever bloke and the girl. This means you'll have to play through four times to see everything.

▲ Magoichi's a scientist – so he likes guns and books.

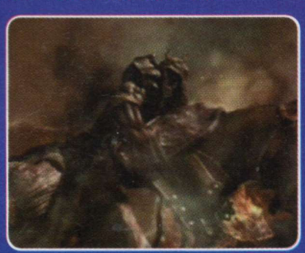
◀ Ekei's a monk, but he's always starting fights and likes his beer.

And Oyuu's a woman, so she likes clothes. Look, blame Capcom, not us...

First Impressions

Blood spattering, horse punching fun!

In gameplay terms, *Onimusha 2* is comfortingly familiar - same twirl-then-run control system, same pre-rendered backgrounds, even the same infuriating slidey-block puzzles. What's clear is that it's been polished up like a prize katana. Rain spatters off Jubei's shoulders, water splashes under his boots and mist hisses around him to create an atmosphere that *almost* disguises the lack of interactivity in the surroundings. Combat has been refined to include a charge attack and counter-hit slash which rewards perfect timing with instant kills. Combat's all about knowing your range, and working out when it's safe to drain soul orbs from fallen opponents - leaving you temporarily vulnerable, but allowing you to unleash ridiculous powers. It still isn't as puzzle-heavy as *Resi*, or as outright exciting as *Devil May Cry*, instead *Onimusha* is driven by dramatic cut-scenes and a sense of total immersion in feudal Japan. Capcom might have to do something special if they're going to take the series any further - Namco's *Shinobi* looks set to steal the samurai crown – but this September, *Onimusha* looks set to carve its way through the opposition yet again.



GOOD COP BAD COP

Classic *Resi* gameplay, only with awe-inspiring effects and grimly enjoyable close combat. Well gnarly chief!

Lovely backgrounds, but *MGS2* proved that they can be interactive as well. Come on, *Resi* started this *years* ago.

WHERE IT'S AT

Practically finished – we're a bit worried about those enormous black borders popping up again, though.

OUT: OCT | FORMAT: PS2 | PRICE: £40 | DEVELOPER: KUJU | PUBLISHER: BAM! | SPECIAL FEATURES: NONE | OTHER FORMATS: GC, XBOX, GBA | CALL: 0207 385 1357 | PLAYERS: 1

The age old battle – missile armed military helicopters versus dragons.

The dragons have their own artillery in the shape of old dragons who can no longer fly.

▲ The film is set in Norfolk and Dover, unlikely settings for a video game.

▲ Some of the missions require you to sort out the damage the dragons have caused.

Reign Of Fire

A must for those who like their **games well done** and slightly **crispy on the outside...**

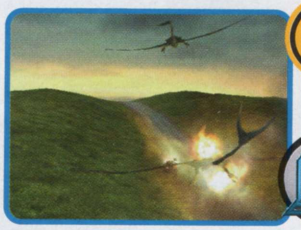
REVIEWER: Dave Harrision

Reign Of Fire **is based on a new movie. Set in the near future, it's the story of small pocket of human resistance fighting for the future of mankind against a shed load of...dragons!**

And we're not talking about little Jackie Paper's mates - these are huge snarling beasts that like their humans on the toasty side.

Cleverly, the game allows you to play as either the dragons or the humans. Taking up the Dragon's cause the game plays a lot like *Drakan* has you cough up fire balls to take out choppers and resistance convoys. The human action is vehicle based and is reminiscent of the jeep sections from *Halo*.

From what we've seen the action is pretty intense once you've mastered the controls and should prove popular if the movie is a big hit.



GOOD COP BAD COP

Really daft in good way. Not much thought involved just lots of Dragon Fired humans. Delicious!

The controls need tweaking and the level objectives are vague at best. If the film flops you won't want to be seen near it!

WHERE IT'S AT

The film should be out by the time you read this and the game should follow in a couple of months.

OUT: NOV | FORMAT: XBOX | PRICE: £40 | DEVELOPER: SEGA | PUBLISHER: SEGA | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 020 8995 3399 | PLAYERS: 1-2

House of the Dead 3

The **undead** get another spanking – on the Xbox this time. **You'd think they'd learn...**

REVIEWER: Dave Harrison

Further proof that in videogames, the only good zombie is one splattered with lead with half its head missing. Poor damnated souls.

Remember G from the first game? Well he's back, but instead of his pal James Taylor, it's now Taylor's daughter who's making zombie puree on a quest to find her missing father.

It's still a light gun game, but thanks to the Xbox's ample pad it's easy to play using the analogue sticks. The other main change to the game is it now has a time limit instead of lives. The more damage you take, the more time is lost, run out of time and it's game over. Bah!

The demo we played only has the first two levels, but so far we've yet to see a 'house' where the 'dead' come from. Instead you're whipped from an industrial complex with zombies hopping out of test tubes! It's all gone a bit *Resident Evil* wethinks.

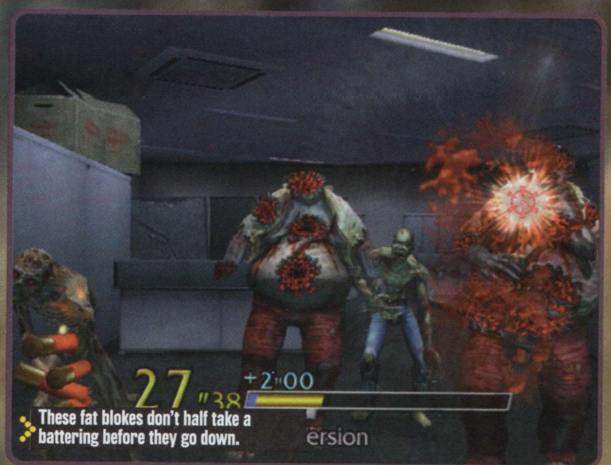
'Ello, 'ello, 'ello

The one boss in the demo is a cheeky mace-wielder who's sporting a police cap at a jaunty angle. Now that is scary.

▲ Once again you get help to identify the weak spots of the end of level bosses.

▲ And there's a surprise – it's his head! A good chance to knock his hat off then.

▲ The boss battle starts about half way through the first level as he chases you.



These fat blokes don't half take a battering before they go down.

▲ Check out the lab tubes – number 3 has got a distinct sci-fi feel to it.

GOOD COP BAD COP

The same lightweight messy fun that we've come to expect from Sega's premier arcade shooter.

The dead animation isn't as gristly as before. Just feels like you're shooting jelly. Now there's an idea...

WHERE IT'S AT

It only takes an afternoon for Sega to throw these things together so expect it any time soon. "Joke."

Out this Season!

Soccer manager

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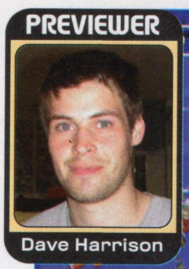
JoWooD Productions

OUT: OCT | **FORMAT:** GC | **PRICE:** £40 | **DEVELOPER:** KONAMI | **PUBLISHER:** KONAMI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** GBA | **CALL:** 01895 470 503 | **PLAYER** 1-4



Disney Sports Soccer

♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME!

A football game featuring all your **favourite cartoon characters**, except **Terry Venables**...

Ever wanted to go in two-footed into Mickey Mouse's shin? Yeah, me too. Imagine the helium voiced rodent spinning in the air clutching his shattered leg. Brilliant! Well now it's no longer just a dream!

This is all thanks to the new range of *Disney Sports* titles that Konami have been developing. As well as '*Soccer*', they're also serving up American Football and Skateboarding all featuring those lovable characters.

Mickey, Donald and Goofy captain their own sides which are made up of cute Disney 'types'. So Minnie's teammates are a bunch of pink bunnies, while Donald has some chickens to bounce off. Obviously.

Softography

These guys have also made...

Int. Winter Sports 2002	64%
Police 24/7	80%
ISS 2	88%
Bass Tournament	64%
Int. Winter Sports	78%

DUCKING GOOFY

The Konami team responsible for this 'soccer' game are the guys behind the *ISS* series so despite its lightweight look it's a game with much pedigree. In fact, like *Red Card*, there's a solid footy game behind the gimmicky facade. And also like *Red Card*, it's a really brutal game. The fur really flies when it gets tight in midfield with two footed lunges flying in that would make Lee Bowyer wince. It's not what you'd expect from Disney at all... which can only be a good and refreshing thing.

> ...keepers are usually huge **bulldogs or ostriches** and are hard to beat...

Despite its simplicity, scoring is a bit tricky as the keepers are usually bulldogs or ostriches which are always hard to beat. On top of all that there's some tight animation and an authentic Disney feel. Whatever your feelings on football *or* Disney you'd have to be a right sour puss to not enjoy this.

El Captain

All the teams are pretty much equal in terms of ability but the star players all have strengths and weaknesses. Donald is extremely quick but very small, while Goofy can dominate a game much like Patrick Veira does.

▲ Goofy has got great touch and skill for a big man...er dog...er thing.

▲ Minnie is OK but she covers her eyes when facing a freekick. Not that brave.

There's a Magic in Dem Boots

Who needs Tic Tacs and clever formations to win a game when you can summon almighty Disney magical powers to find the back of the net. Just to add to the arcadey feel of the game there's several power-up moves which can incapacitate opponents or add a touch of oomph to your attempts at goal, which is just as well as the keepers are pretty good in the world of Disney and the goals are quite small. Think David James standing in front of a butterfly net.

▲ Mickey shows his team of wolf cubs how to strike a ball. He's got a foot like a traction engine! Have it!

▲ Looks like Mickey has gone all Sorcerers Apprentice again. Next thing, he'll start kicking off with a broom.

▲ The Duck psychs himself up for the first half – by the power of Greyskull, Donald has the power!

GOOD COP BAD COP

Not just reliant on the Disney licence, in fact it's a very playable game of football. Better than *FIFA*?

It's so simple it may have a limited appeal. Also, scoring goals could have been made a tad easier

WHERE IT'S AT

The code we've played was very Japanesey so it's just needs one of them PAL conversions you get.

△○×□

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magenta

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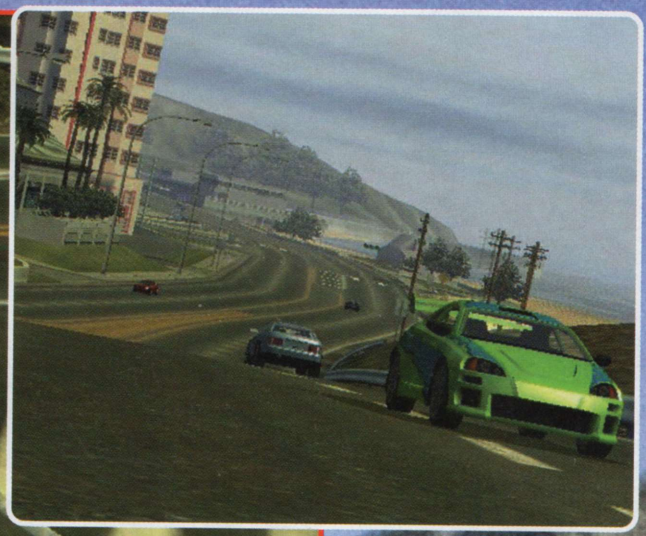
OUT: NOV
FORMAT: PS2
PRICE: £45
DEVELOPER: CRITERION
PUBLISHER: ACCLAIM
SPECIAL FEATURES: NONE
OTHER FORMATS: GC, XBOX
CALL: 0207 344 5000
PLAYERS: 1-2

PREVIEWER

Dave Harrison

More lanes and slip roads mean that being bounced about like a baked bean can is always a worry.


Burnout 2 features tracks four times bigger than the original. Massive seaside scenes show off the huge draw distance.

Alongside muscle cars and sports cars, *Burnout 2* features 4WD pick ups which can take more of a battering.

Burnout 2
Point of Impact

Factpack
The stuff you need to know...

Cars	14
Secret Cars	7
Tracks	32
Modes	4

♦ NEW SCREENS! ♦ UPDATE! ♦ NEW SCREENS! ♦ UPDATE! ♦ NEW SCREENS! ♦ UPDATE! ♦ NEW SCREENS! ♦ UPDATE! ♦ NEW SCREENS! ♦ UPDATE!

Bigger, harder and faster than the original, this is a speed freak that's so good that even Sega want it!

Last year, *Burnout* screamed onto PS2 creating an adrenaline-fuelled racer that featured the most realistic car crashes ever. The new sequel increases the pace and arcade style but adds extra modes, new American tracks and lowered boy-racer style super cars.

Softography
These guys have also made...

Deep Fighter	62%
Trickstyle	72%
Redline Racer	53%

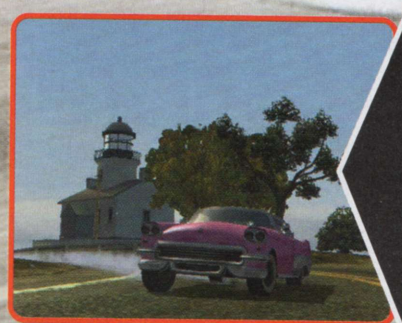
VIGILANTE HATE

The appeal of the original *Burnout* was in the violent crashes, brutally replayed every time you hit an obstacle at speed. It's possible to completely destroy your car, and if you get wedged between two lorries you'll be flattened like a pancake.

Unbelievably, each track is up to four times the size of its *Burnout* counterpart, giving you the chance to hit top speed on every straight. More emphasis is put on turbos with the flaming meter maxing out much more quickly.

> "...if you get **wedged** between two lorries you'll be **flattened like a pancake**..."

Spicing up the arcade challenge further is a vigilante driving test called Offensive Driving 101 and a two player Pursuit mode where one player gets to play a mad cop bent on destroying any speeders. The Crash for Cash mode tops the motor madness with money awarded for the most dramatic and deadly smack ups. As the fastest and meanest arcade racer series on PS2, *Burnout 2* looks like making obscene hand gestures at *Turismo*!



Pink Cadillac!

As well as sleek sports cars, *Burnout 2* has gone all American on us and added clones of cadillacs, dodge vipers and redneck trucks. Modern sports cars are included as standard but you'll need to work very hard to unlock the hidden boy racer custom cars. The vintage babies are extremely fast but don't expect them to have power steering as standard. No one said this was going to be a pain-free ride...

The new flaming boost meter is joined by a *Project Gotham*-style drift meter.

Crash, Bang, Wallop!

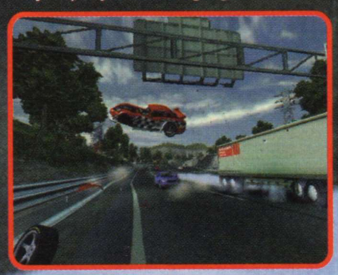
Even better than Police, Camera, Action! or America's Greatest Car Chases, *Burnout 2* features the wildest smack-ups you'll ever see in a videogame. *Stuntman*, pay attention!

Road blocks present a tough challenge in Pursuit mode when the cops are on your tail. Watch them fly and crash into rival racers!

Sadly, not even school buses give a damn about you if you drive like a maniac.

Wooooooahhhh! Watch that puppy fly! Bejasus, do you think he's going to make it?

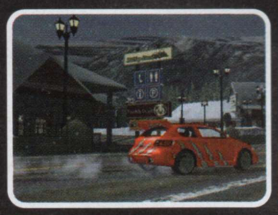
Your wing mirrors, bonnet, bumpers and wheels are history.



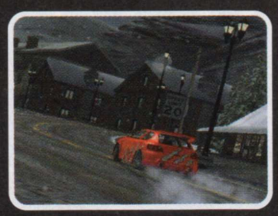
The turbo boost meter can be used to create massive crashes in the Crash For Cash mode where you aim to trash your car.

Cool Climbs

Like *Colin McRae 3*, *Burnout 2* features mountain top snow tracks which increase the prospect of a collision further. Hop in a sports car and pretend you're James Bond in *The Living Daylights*. Until you fly through the air, upside down, that is.



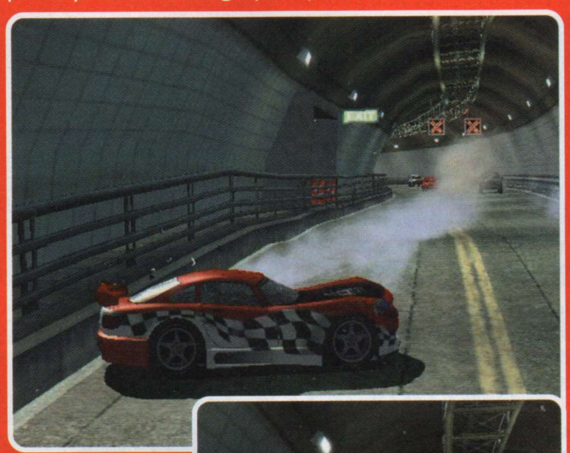
Ah, shops! I need to remedy these skidmarks with a new pair of pants.



A 20 mmh speed limit? Are you joking! Get ready to break the law.

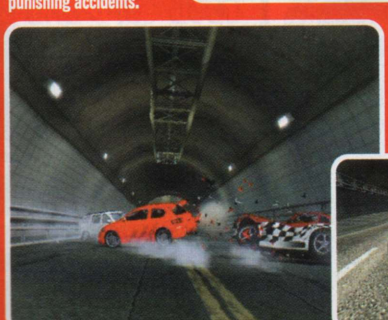
Tunnel Trouble!

There's no reason to slow down when freeways give way to narrow tunnels, but you'll need to drive like a pro to prevent causing a pile up from Bristol to London.



Cool smoke effects show that your engine is well and truly finished, not to mention the shattered windscreen.

Head in to a tunnel with a lowered boy-racer car and crashes result in frenzied spins – which are the most punishing accidents.



Watch wheels bend inwards and a million pieces of debris fly.

Going head to head with a truck is wrong!

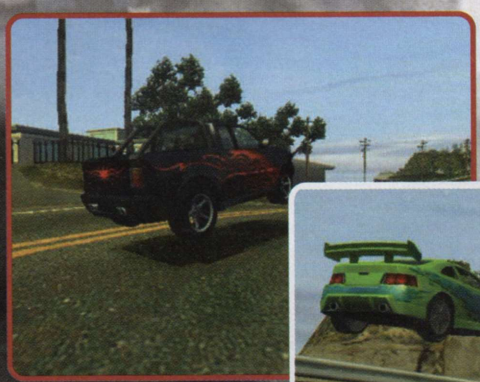
Beautiful Behind!

Alex Ward, creator of *Burnout 2* told GM "We want it to look like an Xbox game on PS2". Looking at the hugely detailed cars, GM offers a hearty round of applause.

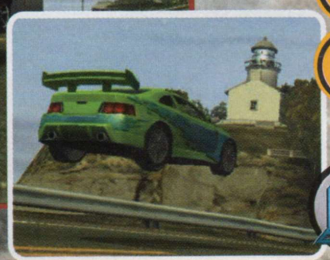
We were so busy admiring the textured skidmarks that we didn't notice the roadside barriers quickly approaching.

We Have Lift Off!

Reaching top speed means that ramps become jumps. Like *Sega Rally*, it's vital you hit each ramp level otherwise you'll have to do some nifty steering when you hit the ground.



The *Ridge Racer* influence is obvious when sports cars fly so high that they can jump over rival racers.



Speed freaks can make 4WD's leap if the boost meter is maxed out.

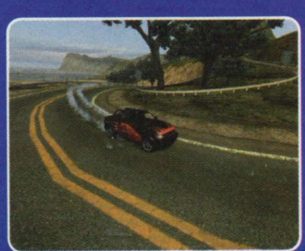
First Impressions

Born to Be Wild

The eye watering speed of the original *Burnout* led to great car crashes but Criterion have taken reckless driving to the limits. Involving cop chases and the like, there's an enhanced feeling of law breaking euphoria as you tear down a freeway, terrorising innocent motorists. Car hooliganism has never been such fun.

The aim to get to the finish line asap is made even more urgent when you have a cop on your tail who can fatally damage your car. Widening the roads is a move of genius, which allows for more swerving, more traffic and some brilliant *Sega Rally* style drifts. In an ultimate seal of arcade approval, race masters Sega like the look of *Burnout 2* so much, they've snapped up the game for release in Japan renaming it *Sega Grand Heat*.

Revving up the original's risk-taking, turbo-linking intensity to eye watering levels, Criterion look like giving PS2 owners an arcadey stunna. The traditional pedal to the metal thrill of a breakneck racer which throws realism out the window has always been successful. *Burnout 2* is no exception. The realistic likes of the *Turismo* should expect coffee bean shaking gestures as they try to overtake.



GOOD COP BAD COP

The new Pursuit and Offensive Driving 101 modes add longevity while the main game looks visually superior.

The lack of licenced cars may deter driving fans from considering *Burnout 2* over *Gran Turismo Concept*.

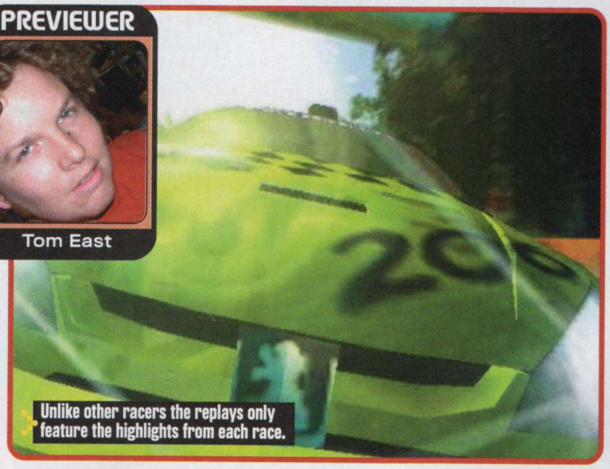
WHERE IT'S AT

Burnout 2 is 80% complete, and should be ready to hit the high street tarmac in September.

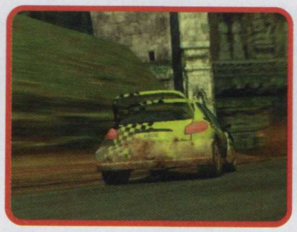
OUT: SEPT | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA BIG | PUBLISHER: EA | SPECIAL FEATURES: STEERING WHEEL | OTHER FORMATS: NONE | CALL: 01935 450 000 | PLAYERS: 1-4

PREVIEWER

Tom East

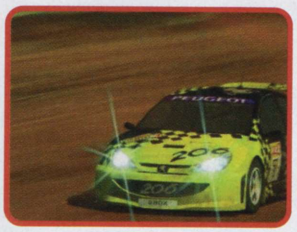


Unlike other racers the replays only feature the highlights from each race.

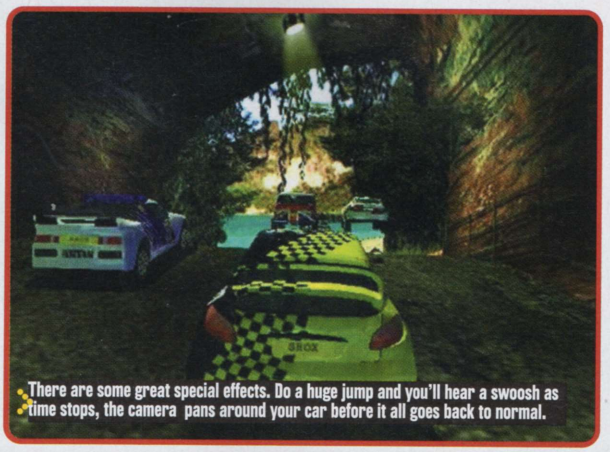


▲ All six tracks are open from the off, but there's plenty of other goodies to unlock.

▲ Look at those skid marks. Your car will slide sideways around every bend.



▲ You can unlock night races and some multi-player mini games by winning races.



There are some great special effects. Do a huge jump and you'll hear a swoosh as time stops, the camera pans around your car before it all goes back to normal.

Shox

SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME!

Hard right! Move down to third! Sod that! Get ready for some mental **rally racing** from the makers of ***SSX!***

Mr McRae might not appreciate any messing with his fave sport, but *Shox* have nicked the rally rule book and chucked it out the mud spattered window.

This is not a chinstroking rally racer. Here, you won't go into a spin when your Peugeot 206 clips a pebble, there's no co-driver barking orders at you and there are defintely no time trials.

Instead there are five cars on track at the same time, all going hammer and tongs for the championship. It's like one big happy rally family.

WHAT A SHOCKER

Or it would be if you didn't prang your rival's shiny new Mini Cooper as soon as the green light flashed go, smashing off his bumper in the process. Every car can be smashed to bits and the rival racers will be even angrier when you get a Shock Wave going and send the other cars spinning through the air.

But although it sounds silly, this isn't just *SSX* on four wheels. Yes, you'll get a speed boost when your motor does a huge jump off a muddy mound, but unlike the ridiculous *Rumble Racing* you won't be doing any huge back flips. You can save your gymnastics for the Olympics.

There are only six tacks, but with *SSX* levels of lushness it doesn't matter too much. Imagine hopping into a Toyota Corrola and revving it down a bobsleigh track and you're there. Amazing.

...Here you won't go into a spin when your Peugeot 206 clips a pebble...

The cars are still a bit sluggish, but if they get it sorted you could be staring at the best arcadey rally racer since *Sega Rally*.

▲ Get three golds in a row and you'll be awarded a Shock Wave. You just wait...

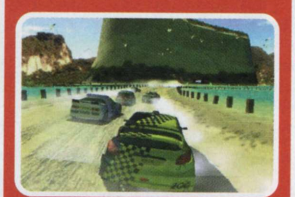
Softography

These guys have also made...

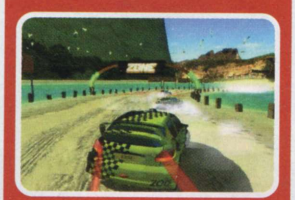
SSX	94%
SSX Tricky	95%
Rumble Racing	76%
NBA Street	80%
Freekstyle	74%
Simpsons Road Rage	76%

Wave Race!

There are Shox Zones on every track. Drive through one and you'll enter a timed section of the track. Make it to the end of the Shox zone in super quick time and you'll get a gold medal.



▲ Drive under that sign and some bloke will shout "Shox Zone" in an *SSX* voice.

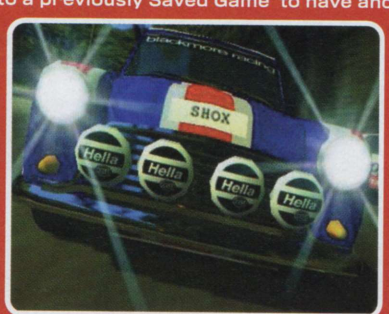


▲ Recognise those red things? Yep, you've got an *SSX* style speed boost.

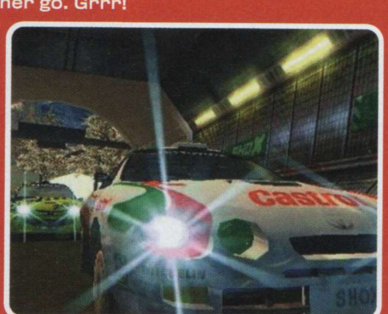
Are You An Amber Gambler?

Stuck in a boring old Mini Cooper? It may look stylish, but as any *GT3* fan will know, it's no use for winning races. The cars seem a bit sluggish at first, but the Porsche 911 is quite fast. But if you want to win some classy cars you'll have to gamble. You have to race against a car to win it. If you win you'll get the car. Lose and it will be deleted from the memory card, so you'll have to go back to a previously Saved Game to have another go. Grrr!

▲ The cars have been designed by some of the guys who worked on DC's classic *Metropolis Street Racer*.



▲ The Mini Cooper with its Union Jack paint job looks neat, but it's not the quickest car on the course.



▲ The cars can be trashed, but if your bumper gets knocked off it won't effect the car's handling.

GOOD COP BAD COP

After the overly serious *V Rally 3*, this puts the fun back into rally racing. Great looking tracks too.

It's supposed to be an arcade racer, but some of the cars are way too sluggish at the moment.

WHERE IT'S AT

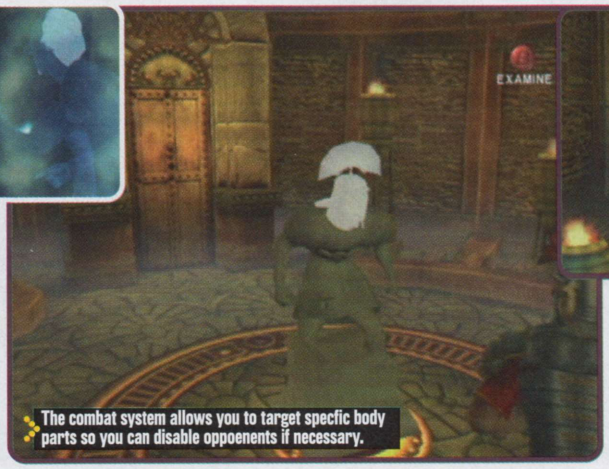
Shox will race on to the shelves at the end of September, so look out for *GM's* final verdict next issue.

OUT: OCT | **FORMAT:** GC | **PRICE:** £45 | **DEVELOPER:** SILICON KNIGHTS | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01932 895 390 | **PLAYERS:** 1

PREVIEWER

Dave Harrison

Once the zombies are on the floor you can execute a finishing move which makes certain you regain some sanity.



The combat system allows you to target specfic body parts so you can disable oppoenents if necessary.

Each character has completely different animation and manner of holding themselves.

Always go for the zombie's head. They might not die, but they won't be able to find you without their face. Yer see! Clever...

Eternal Darkness: Sanity's Requiem

NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS!

A game that tries to discover the **secret** behind **human existence.** Well, it's **good to have goals...**

A Gentleman, A Scholar and an Acrobat!

Play the game for a mere 15 minutes and you get to play as 3 different characters. All out early onslaught or what!

This is Alexandra who finds a book, the Tome of Darkness, which causes the mysterious flashbacks.

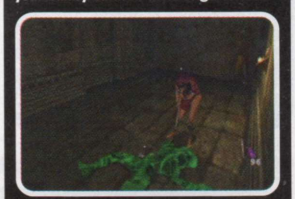
This is Pious, a Roman Centurion, the second character you control way back in 26 BC (Before Calendars).

This is Ellia, who's a dancer in the Court of Suryavarman II way back in 1152 AD Cambodia.

Sanity Clause

Each character has a Sanity Gauge which gets depleted every time you meet a monster. If you don't start killing the beasties the level gets too low and your character begins to hallucinate and is unable to figure out what is reality.

Each time a monster of the scary nasty type turns up, they absorb part of your sanity bar. Kill them to get it back.



If it gets too low, the walls start to bend and things start to a bit trippy.

You've got to admire games that have ambition. Games developed by people who have the balls to leave their cheese out in the wind and try something different.

But on hearing just what Silicon Knights have tried with *Eternal Darkness* the respect suddenly goes and you start to wonder if they're kidding themselves. When we saw the first shots of *Eternal Darkness* on the GameCube, we had to admit it looked like half-arsed *Resident Evil* with some girl battling zombies in a dark house. But this is a game that has 12 playable characters, a plot that stretches over 2000 years and attempts to be unlike any game you've ever played.

...you can turn yourself into a zombie and generally Harry Potter about...

ROVIAS RETURN

The story begins with Alexandra Rovias looking into the mysterious death of her grandfather. It all goes a bit mental as Alexandra starts to experience the events that happened decades before via eleven other characters from different eras and happens across 'the secret of human history'. Which is a result.

Through the game you collect coloured 'runes' which allow you to cast spells and the myriad of combinations offers you immense flexibility and freedom. You can build protective walls, turn yourself into a zombie and generally *Harry Potter* about but only if you put the time into learning the combos. And there's the rub. It's a game riddled with many rewards, but it doesn't give them up lightly. This is a game for the patient.

Eternal Darkness has recently come out in the States and and is slowly gathering a reputation as one of the better games on the GameCube.

You have to learn what the magic runes do or you may end up looking like this.

Softography

These guys have also made...

Fantasy Empires	N/A
Legacy of Kain	68%
Dark Legions	N/A
Too Human	N/A

GOOD COP BAD COP

Very eerie and intriguing. Grabs you right from the bully off and lures into its bizarre world.

The game explores many 'mature' themes so might not be suitable for some younger gamers.

WHERE IT'S AT

Where just waiting for the PAL conversion and it will be with us this Autumn.

OUT: NOV | FORMAT: PS2 | PRICE: £40 | DEVELOPER: UBI SOFT | PUBLISHER: UBI SOFT | SPECIAL FEATURES: NONE | OTHER FORMATS: TBC | CALL: 01932 838 230 | PLAYERS: 1

PREVIEWER

Richard Owen

In addition to flying through the air, this bizarre craft is equipped with gurt big lasers and can travel underwater too. Handy!

Lums usually aid *Rayman* in his quest, this time around though, they're the enemy.

Rayman 3

▲ It's not just the Dark Lums *Rayman* has to contend with , it seems like the whole world is out to get him.

NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! •

If this was an **American TV show** it would be called **When Good Lums Go Bad 2.** Erm probably...

After the disappointments of *Rayman M*, the PlayStation's most armless hero looks to be getting his career back on track with an impressive new adventure. *Hoodlum Havoc* pitches Ubi Soft's flagship character against an army of Lum's gone bad.

Fear and evil is infecting the whole Lum population and creating a dark army of immense proportions, hell-bent on a mission to taint the very heart of *Rayman*'s world. Catching on to the Dark Lums plan, Globox manages to thwart the attack, but in the process swallows their no good leader and becomes hooked on plum juice (we kid you not) as a result.

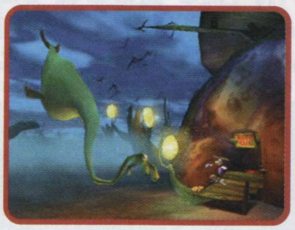
A RIGHT PLUM

Rayman must now not only defeat the remaining hordes, but also save his friend from his terrible new addiction. Despite sporting this bizarre story-line *Hoodlum Havoc* looks to be shaping up very nicely. With 44 levels set over ten massive worlds, there's plenty here to get stuck into. The levels we've played oozed atmosphere and were packed with indigenous wildlife as well as plenty of enemies. In addition to *Rayman*'s usual third person adventuring, he now gets to fly laser equipped hovercraft in some levels, as the gameplay switches from platform into space-shooter mode. Loads of other genre defying game variations are also promised.

...he now gets to fly laser equipped hovercraft in some levels...

In addition to being packed full of inventive game ideas, *Hoodlum Havoc* is looking incredibly lush as well. Hmmm, Lush! This is shaping up to be *Rayman*'s best outing.

▲ The level of detail in the environments ensure they all look stunning. Look at that!



▲ Each world is teaming with strange life forms like this weird floating dinosaur.

Softography

These guys have also made...

Rayman Advance	86%
Rayman 2	90%
Rayman Revolution	76%
Rayman M	52%
Rayman Rush	36%
Rogue Spear GBA	85%

Find the power

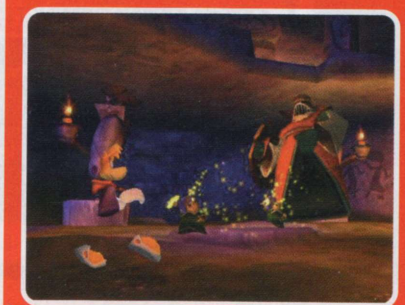
In addition to sporting new charged projectile attacks, the little yellow fellow also gets to play with five new super powers including the Power Fist, Grapple and Super Helicopter. Unfortunately you'll need to find the appropriate power-ups to activate these new skills.

▲ You can now charge *Rayman*'s new power punch by holding the button down.

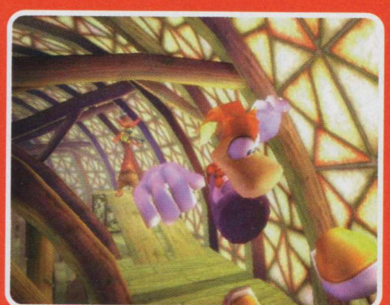
▲ Gaming's Frenchest hero now gets loads of new weapons like this torpedo.

The Harder They Come...

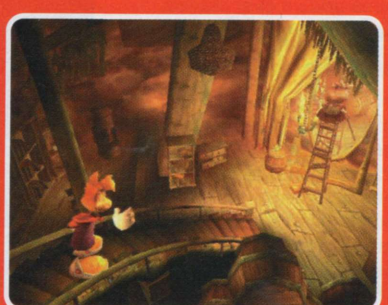
If *Rayman*'s life wasn't troubled enough already, he now has over twenty powerful new enemies to slug it out with. In addition to the regular Dark Lum hordes, boss characters are scattered throughout the game's 44 levels, just waiting for Rayman to have a pop. And you thought life for a legless yellow tinted chappy was easy, eh!



▲ Being tiny creatures, Dark Lums have been forced to build sturdy body like shells for themselves.



▲ This sharp shooting boss takes ages to home in on his quarry, just enough time for Rayman's fist to charge up.



▲ Taking out this big boned old witch is no easy task, especially when she turns our yellowy hero into a frog.

GOOD COP BAD COP

Lashings of varied and inventive gameplay, plus some stunning visuals. Is this *Rayman*'s greatest adventure yet?

Does anyone over the age ofsix really give a toss about *Rayman*? So he's starring in a new adventure, big deal!

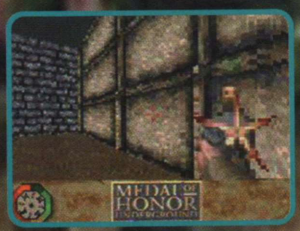
WHERE IT'S AT

The code we played was more of a game demo than an early version of the finished article. Expect a wait.

OUT: OCT | FORMAT: GBA | PRICE: £30 | DEVELOPER: DESTINATION SOFTWARE | PUBLISHER: ZOO INTERACTIVE | SPECIAL FEATURES: NONE | OTHER FORMATS: PSONE | CALL: 0114 241 3700 | PLAYERS: 1-2

Look at those graphics! It's almost like it's on the PlayStation. If you squint. Lots.

The compass from the bigger version remains to help you complete the objectives.



With the little burst of blood it's far more gory than the PSone version.

Instead of nightmarish monster from *Doom*, you shoot monsters of humanity!

Medal of Honor: Underground

It's the **Second World War** and it's **smaller** than you've **ever seen it...**

REVIEWER: dave Harrison

They've finally done it! They've taken six bloody years of heroic struggle against the Nazis and put it in your pocket! Amazing! Well nearly. What they've done in fact is taken *MOH* and made it GBA size.

It retains its FPS format and manages to cram in 17 levels following the same Resistance fighting theme as the original. To help you undermine the Axis effort you'll get grenades, shotguns, machine guns and they've even kept the disguise sequence as you try to fool the Hun with your dressing up skills.

While we doubt it will match *Doom* when it comes to hand-held blasting, if they manage to capture *MOH*'s unique atmosphere this could nifty addition to the growing number of WWII games knocking about.

GOOD COP BAD COP

Further proof that the GBA can handle anything that's thrown at it. Even a full scale world war.

Obviously looks a bit dump after you've played *Allied Assault* and compare it to other simpler GBA games.

WHERE IT'S AT

In the last stages of preparation and it will be starting its offensive this Autumn.

OUT: NOW | FORMAT: PC | PRICE: £40 | DEVELOPER: DEEP RED | PUBLISHER: EIDOS INTERACTIVE | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 09067 535 060 | PLAYERS: 1

Beach Life

You want **sun, sand and sea?** Then step into ***Beach Life...***

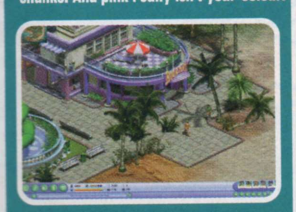
REVIEWER: Richard Melville

Peeping Sim

The Voyeur Mode let's you zoom in on any of your guests and spy on their day-to-day activities. You can even take snaps!

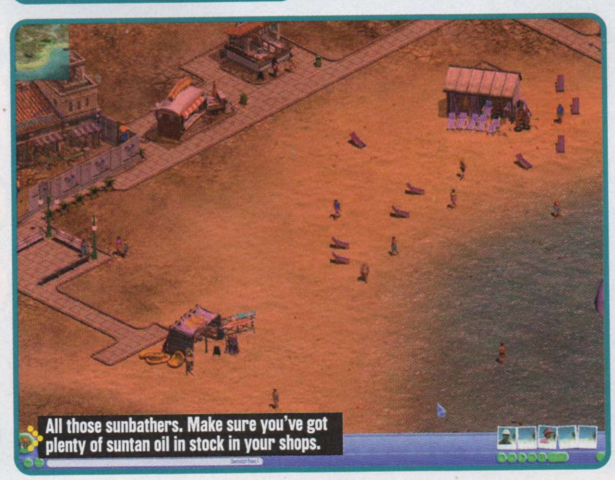
You're nice, love. Fancy coming back to our's for some Pokémon? No? Oh.

Try skipping a meal now and then, chunks. And pink really isn't your colour.


Hmmm, there's no-one on the sunbed. Wonder where they could be?

What with *Big Brother* doing the rounds, you'd have thought we'd all be sick of human zoos by now. Not according to Eidos. They've taken *The Sims* premise, piled it on an Easyjet flight and flown it out to the tropics.

As a virtual holiday rep, you've got to develop the resort to ensure your guests have a great time. Of course, it's a bit more complex than that, as storms, food-poisoning and drunken brawls threaten to ruin the experience. The interface is really simple, getting you to run activities, watersports, bars and nightclubs to entertain the guests. As it progresses, more and more features emerge, like volleyball, beach parties and even the odd romance. And then there's the cruise. With a beautifully-detailed isometric world to expand on, plus some really funny antics (like wet t-shirt competitions) this could be the perfect escape for anyone who's too lazy to go on holiday for real.


All those sunbathers. Make sure you've got plenty of suntan oil in stock in your shops.

Cruises are mandatory on a Med holiday. Round 'em up and get 'em on.

GOOD COP BAD COP

The idea of running a package holiday will certainly appeal to a lot of gamers. We reckon this could be a winner.

Watching titchy people wander around on the beach won't be everyone's cup o tea, especially if you hate reality TV.

WHERE IT'S AT

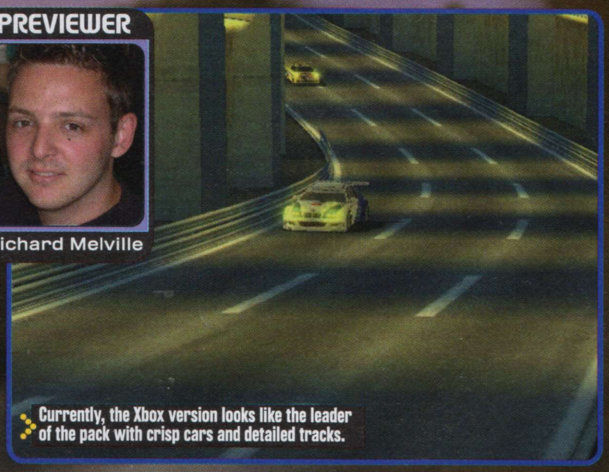
We've packed our thongs, suntan lotion and shades and we're ready to go. The tickets are in the post.

OUT: NOW

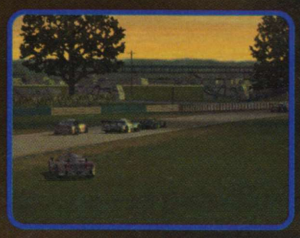
FORMAT: XBOX
PRICE: £45
DEVELOPER: RAZORWORKS
PUBLISHER: EMPIRE
SPECIAL FEATURES: NONE
OTHER FORMATS: PS2, PC
CALL: 0208 343 7337
PLAYERS: 1-2

PREVIEWER

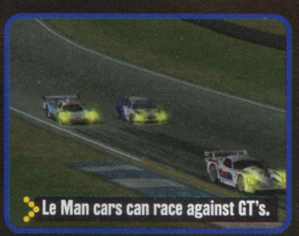
Richard Melville



Currently, the Xbox version looks like the leader of the pack with crisp cars and detailed tracks.



Weather can change within a race.



Le Man cars can race against GT's.

Total Immersion Racing

SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME!

Empire have taken the appeal of *GT* and **mixed in *TOCA*'s real world physics** to create a **revolutionary racer...**

Every new racer promises realistic handling, rivals with grudges and a co driver who helps you out rather than babbling wildly. Few can actually deliver all of their promises. Enter *Total Immersion Racing*, wildy revving for attention on the starting grid like a Jag snarling at red traffic lights.

Total Immersion Racing is based around pure realism and strives to produce the closest feeling to getting in a real sports car. Smack a rival deliberately with a weighty GT car and he'll notice you've attacked him on purpose and will look to cut you up on every corner. Grudges don't disappear after a single race so bad feelings could run through the whole championship. Instead of a co driver, *Total Immersion Racing* features a Garage Advisor who lets you know which racers you've annoyed and who is coming to bend your fenders.

Softography

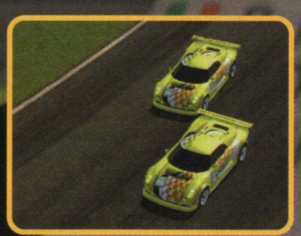
These guys have also made...

Apache Havoc	70%
Enemy Engaged	N/A
RAH 66 Commanche	N/A
International Cricket Capt...	60%
End Game	70%
Sheep GBA	71%

MANS MONSTER

The main career mode offers the chance to unlock concept cars and huge Le Mans monsters. Weather effects include fog, rain and blinding sun which can change during a single race around 9 real tracks from Monza to brand new UK track Rockingham. Like Sega's *Ferrari F355*, completing a single lap is a struggle at first. You soon realise that cornering at 90 MPH isn't really a good idea...

▲ In the middle of a race, water and oil levels need to be checked!



▲ In career mode, you'll race with an team mate who'll let you take the lead.

> "...you soon realise that **cornering** at **90 MPH** isn't really a **good idea**..."

MPH isn't really a good idea and if you clash with another car, you won't bounce off without a few bumps and bruises. *Total Immersion Racing* is closer to the unforgiving realism of *Grand Prix 4* rather than the invincible 180MPH Diablos in *Ridge Racer*.

Total Immersion Racing is set to go head to head with *TOCA Race Driver*, reviewed on page 100.

Nice Lookin'

Total Immersion Racing includes traditional *Gran Turismo* style cars for the beginner, Le Mans beauties once you've unlocked them and, finally, weird concept cars for the professional. Something for all the family then. better call my old gran for a go.

▲ Bigger than two of your dad's cars put together, Le Mans motors always look cool but are are hard to control.

▲ The concept cars aren't like the Pod racing oddities of *Gran Turismo Concept* but updates of real racers.

Deep In The Bucket Seat

To create the realistic feeling of hurling yourself around Hockenheim, the in-car view shows your steering wheel and a constantly jolting dashboard. Hardcore racing fans will be thrilled while those used to *Ridge Racer* will find themselves struggling to get around corners and should switch to one of the two external views. Unless you like things complicated.

▲ The bonnet view gives you a smaller view of the track but a much bigger sensation of speed.

▲ When cornering, the in-car view only allows tunnel vision and doesn't allow you to peek out of the side.

▲ Ram into other racers and the in-car view will become useless as your bonnet crumples massively.

GOOD COP BAD COP

The garage advisor is a good idea and the mix of GT and butch Le Mans cars should satisfy hardcore driving fans.

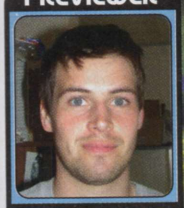
The tracks look plain, the handling is uninviting and there's no training mode to help you out.

WHERE IT'S AT

Total Immersion Racing is around 70% complete and will be reviewed in depth in the next issue.

OUT: SEPT | FORMAT: XBOX | PRICE: £45 | DEVELOPER: MUCKY FOOT | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2 | CALL: 01753 756 100 | PLAYERS: 1

PREVIEWER

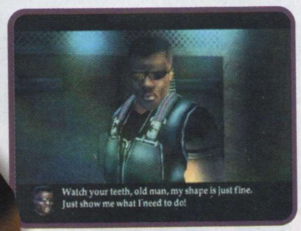


Dave Harrison

He's surrounded, but it's no problem just parry and waggle the analogue stick like a fool to kick arse!

You can equip Blade with his boomerang. Perfect for beheadings.

▲ The Boomerang is very effective but takes space and time to aim accurately.



▲ Hello Chuckles! He's not exactly *Buffy* when it comes to vampire slaying.

Blade 2

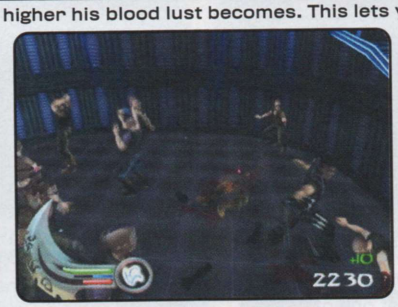
NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! • UPDATE! • NEW SHOTS! •

He's mean, he's moody, **he wears shades** at the most inappropriate times and he's got a **dynamite smile...**

Ooh, I Could Wrestle An Action Man!

The more fisticuffs Blade gets into the higher his blood lust becomes. This lets you access some special powers.

▲ Your new powers will increase his speed and strength as he embarks on a killing frenzy...



▲ it's during this time he finally gets to whip out his trusty, vamp-disinegrating sword...

▲ ...which is ten times more effective than any other weapon for taking out the trash.

The big, bouncing, bundle of fun that is *Blade* is back in his second virtua adventure, released with perfect timing – only five months after the feature film was released.

But just as the original *Blade* game refused to follow the original plot of the film, so the sequel whistles to its tune. The plot picks up a couple of months after the events of the second film with *Blade* uncovering a second attempt to create a new breed of Reaper, which are something like genetically modified super vampires.

While the film's plot might have been surplus to needs,

...don't expect a *Max Payne* style festival of bullets though as the ammo is scarce...

the developers have been keen to capture the monster slaying, twirly kung-fu action that makes the movies such schlocky good fun.

DAY WALKER

To do that they've come up with a unique 360° fighting system to enable the Day Walker to take on a whole battalion of bloodsuckers, attacking from every angle. Rather than having a regulation attack button, you can flick the right analogue stick in any direction to punch and kick. It's neat idea, but to be frank, or even *Blade* (Groan! - Ed), it takes a fair old whack to get used to.

Blade isn't just dependent on his furious fists, as he has a selection of silver and automatic weapons that he is able to stock up with at the start of each level. Don't expect a *Max Payne* style festival of bullets though, as ammo is scarce compared to the number of undead that has to be put to rest.

The first game was a definite disappointment and was a damp squib compared to what we saw on the big screen. But now with an ambitious control system and a nifty Xbox powered 3D engine, this just has to be better.

No it's not a nuggy. *Blade*'s plunging silver stake right into the skull. Brilliant!

Softography

These guys have also made...

Urban Chaos	76%
Startopia	90%
Tony Hawk's 2	91%
Spider-Man	82%
Buzz Lightyear	82%
The Weakest Link	N/A

Hi Ho Silver!

Blade may have one of the niftiest utility belts about, but even he has limited space to carry weapons. You can't just cart all your bids and bods around with you in the hope that they'll come in handy. Before each level you have to select which tools you'll be using to dust those blood suckers. So be careful what you choose.

▲ There's six slots to fill up so it's best to use a few for ammo as there's loads of baddies to lay to rest – *Blade* style!

▲ You can use the boomerang as often as you want – it's perfect for taking out vamps that are taking a whizz.

GOOD COP BAD COP

A bloody attempt to take the whirlwind action of the movies and put it in a videogame. And they're not far off.

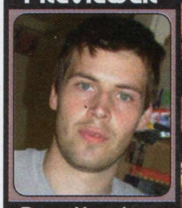
The control system maybe ambitious but it needs tightening up for this game to become a success.

WHERE IT'S AT

Should be ready for review next issue as it's down for an early autumn release. Grease up your bats.

OUT: SPRING '03 | **FORMAT:** GC | **PRICE:** £45 | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0208 846 2550 | **PLAYERS:** 1

PREVIEWER

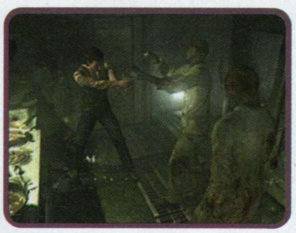


Dave Harrison

▲ Capcom seem quite keen on this new teaming-up style of play, and the rumours behind the PS2 online *Resi* is that it will involve team of four players taking on the evil menace.

▲ Zap between character and team-up.

▲ She's only small is Rebecca. Bless.



▲ There's no talk of the survival weapons.

▲ Did Billy get court marshalled? If so why?

▲ Is it because of his crap haircut?

▲ Or his strange choice in vest tops?

Resident Evil 0

SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME

Woo, woo! All aboard the *Resi* express! Find your seat. First stop Undead Highjinks – **destination Fun!**

When we played *Resi* on the GameCube we fell in love with the Umbrella saga all over again. It was just like when Richard Burton married Liz Taylor for the second time! So we're just bursting to get our hands on *Resident Evil 0* which will offer fresh gameplay twists and fill in some of the gaps in the story.

The action begins in July of 1998 (remember that used to be the future in 1996) when the S.T.A.R.S. Bravo team are sent to investigate a series of grisly murders that have occurred in Racoon City. What's queer about the killings is that the victims appeared to have been eaten! Blimey! As the team travel to the forest, their helicopter develops problems and plunges to the ground. Could this be sabotage by Wesker?

Softography

These guys have also made...

Megaman X5	34%
Devil May Cry	90%
Resi Evil: Code Veronica	92%
Mega Man Xtreme	74%
Final Fight One	85%

ZAP IT UP

Most of the team survive but they're now stranded, weaponless and with the willies right up 'em. Just to confirm that they're having 'one of those days', they discover an over-turned truck decorated with the innards of several Naval officers!

▲ This is a very typical *Resi* scene, but is it time for Capcom to make a big change?

▲ The level of detail in the backgrounds are just as intense as new *Resident Evil.*

Checking their papers they discover that one of officers, Captain Billy Cowen, isn't there, so Bravo team leader

...they're stranded weaponless and with the willies right up them...

Enrico Marini has the smart idea of searching him in the monster laden woods.

There's little fresh word of the new gameplay features, but Capcom are referring to the character switching as 'Partner Zapping' as it can happen in a second, which implies you can use it at any time. Also if either character runs out of health the game is over for everyone.

Billy No Mates

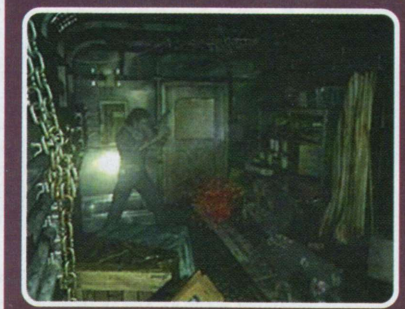
Here's the latest shots of the newest member to the *Resi* family. We know he's an ex Navy Seal but what has he done wrong to end up being in handcuffs? And why, just like Leon and Carlos, have we not heard from him since?

▲ Notice the handcuffs on his wrist. He's managed to get one hand free so why doesn't he bother with the other one?

▲ With his grubby vest on, he's got the look of Bruce Willis from *Die Hard.*

Close line between love and Freight

Even though the whole adventure is not set on a train, we have to say we were a little concerned about the potential frights that could be crammed in a long line of carriages. I mean you don't find many dogs or huge shark tanks on your average Virgin Express. But Capcom have delivered once again with scorpions! And these ones aren't singing the Wind of Change. Although come to think of it, that option sounds a lot more alarming.



▲ Yep, even on the Umbrella Ghost, you just can't get rid of the those dogs. Now that's what I call distemper.

▲ Has it gone a bit nippy or is it just me?! Yes it's a giant Scorpion holding up the queue for the buffet car.

▲ The only way to treat this nipper is how you should treat anything that's different – with extreme prejudice.

GOOD COP BAD COP

With this *Resi*, the other *Resi* and *Eternal Darkness*, the GameCube is the place to be for survival horror

Despite the new graphics and gameplay tweaks, many people feel *Resi* needs a complete rethink.

WHERE IT'S AT

I'm it's going to be months and months of waiting as this isn't due till early next year.

JO JO'S BIZARRE ADVENTURE

OUT: WINTER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0208 846 2550 | **PLAYERS:** 1-2

It's like the *Jet Set Radio* of beat-'em-ups. Looks just like the pages of a comic.

Bruno gets a kicking - serves him right for going with the Dalmation suit and brown (!) shoes.

▲ Rather than the 2D fighting that was on the DC, it's all gone a bit open plan.

▲ Here's the motley crew of fighters including members of an Italian street gang.

Jo Jo's Bizarre adventure

What's it all about? Easy, someone called **Jo Jo** who's having a **bizarre adventure...**

***Jo Jo*...The name may already be familiar to some Dreamcast owners who played the 2D beat-em-up on the Sega console.**

Well this PS2 follow-up is based on Part 5 of the cult comic series which sees a group of Stand users beating the cell-shading out of each other in Italy. And by Stand, we're referring to a type of power that gives each character a unique form of attack. For instance there's Bruno who can un-zip parts of the background and teleport to different areas, which is always handy.

You could describe this as cell shaded beat-em-up, but with its weirdy plot and the hyper specific ways to defeat each opponent, it's more like a warped adventure game.

It looks great and very strange, you'll really have to play it to grasp what's going on. And even then...

GOOD COP BAD COP

A injection of originality into the world of beat-'em-ups and it's wonderfully weird and weirdly wonderful.

It so damn, freakin' weird! It's all a bit alienating if you haven't experienced the comic books before.

WHERE IT'S AT

We've got our hands on playable code, but it's a long wait till the winter when we'll see a UK release.

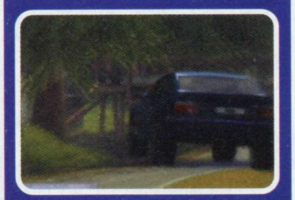
REVIEWER: Richard Melville

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** BLACK BOX | **PUBLISHER:** ELECTRONIC ARTS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PC, XBOX | **CALL:** 09067 532 253 | **PLAYERS:** 1-2

Airborne

One of the cool tricks in *Hot Pursuit 2* is the Jump Cam - leave the tarmac for a few seconds and you get a great instant-replay.

▲ Ever seen a flying BMW? No? You have now - Lift Off!



▲ The camerman-style views are great - but a little too accurate!

▲ The suspensions display real life bounce, particularly with the big cars.

Need for Speed: Hot Pursuit 2

Squealing rubber, clouds of smoke - and you're not even **off the start line...**

Since the 3DO original, there hasn't really been a standout *Need for Speed*, but *Hot Pursuit 2* could well prove the exception - and buckle up it's approaching fast in the rear-view mirror.

Like *Burnout*, you get to tear up a wide range of tracks in motors ranging from the brutish Dodge Viper to the sleek Ferrari F50. The cops are back with a vengeance in their nitrous-powered cars, so you're gonna need to be fast and furious to avoid them.

Fancy driving as the police? No problem - nicking speeding drivers with rolling roadblocks is great fun. But we prefer running them off the road. The handling is grippy, but overcook things on a corner and you'll lose it. Each car handles differently and there's plenty of opportunity to catch big air.

So, could this be a welcome return to form for *Need for Speed*? We reckon it might be.

Tapping L1 activates the handbrake - essential for those long, sweeping corners.

▲ The cops are an evil bunch and waste no time in smacking you up the arse.

GOOD COP BAD COP

It's fast, good-looking and there's loads of cars and tracks. Not only that, but the handling is magic.

We reckon *Burnout* holds the arcade racer crown. It's gonna be a tough challenge for *Hot Pursuit 2* to overtake.

WHERE IT'S AT

We've had loads of fun with our preview code, so with any luck, the final game should be with us soon .

REVIEWER: Richard Melville

THE TOP TEN SIMPSONS GAMING MOMENTS

BY DAN CURLEY

Games development the Springfield way. Mmm gamey...

You love the Simpsons, we love the Simpsons, and when video games pop up on the show you're always guaranteed a laugh. We thought it was about time someone celebrated what surely are the finest imaginary games ever to grace a TV series. Even though they've been designed simply to amuse the show's avid fans, there's a few things these games could teach real life games developers. We've picked out the ten greatest moments of Springfield-based video gaming, using that universally recognised symbol of quality, Duff Beer, to rate 'em!

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SIMPSONS GAMING MOMENTS

10: WATERWORLD

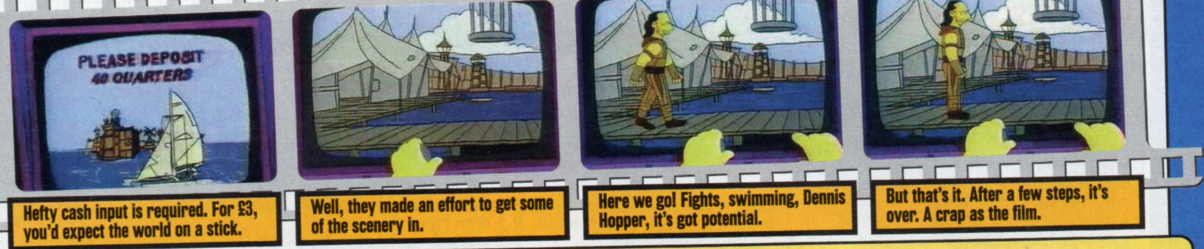
Episode: The Springfield Files...Milhouse is playing it in the arcade.

GAME DESCRIPTION...

For a whopping 40 quarters (about £3), the game starts with a view of some of the *Waterworld* set. Nothing appears to be happening, until eventually Kevin Costner walks on. He takes a couple of step forwards, and then for seemingly no reason the game ends, prompting you to enter another 40 quarters. Rip!

IT'S A BIT LIKE...

One of those exploitative strip poker games from the 90's.



Hefty cash input is required. For £3, you'd expect the world on a stick.

Well, they made an effort to get some of the scenery in.

Here we go! Fights, swimming, Dennis Hopper, it's got potential.

But that's it. After a few steps, it's over. A crap as the film.

IN THE REAL WORLD...

If this game ever found its way into the real world, every single unit would have its screen smashed by angry players cheated out of their dosh. Surely no one would have the nerve...would they?

OVERALL Quite obviously, a dire shambles of a product. You've got to admire its cheek though.

DUFF-O-METER

These images of *Waterworld* were taken from The Simpsons Episode, 'The Springfield Files', written by Reid Harrison, directed by Steven Dean Moore.

9: MY DINNER WITH ANDRE

Episode: Boy Scoutz 'N' The Hood...Martin's playing it in the arcade.

GAME DESCRIPTION...

You're sat in a restaurant with your good friend Andre. A waiter appears at the table to bring you your cups of tea just as Andre is ranting pseudo-intellectual guff. "Thirsting for a way to name the unnameable, to express the inexpressible". Martin then bellows "Tell me more!" which he chooses by pushing up on the joystick. He also had the choice to indulge in "Trenchant Insight" or "Bon Mot".

IT'S A BIT LIKE...

Nothing, ever. Thank God.

Only Martin would even consider playing a game like this.

The game fires up and it's looking pretty bad already.

Andre is on the left,and he starts to witter on about nothing.

You get to choose what pompous crap you want to hear. Argh!

IN THE REAL WORLD...

It would probably sell a few copies around the trendy art scenes, but everyone else would rather have dog-dump for dinner than have *Dinner With Andre*.

OVERALL An appalling atrocity that if released, we'd beat to death like we'd fend off a rabid dog - with great big sticks.

DUFF-O-METER

These images of *My Dinner with Andre* were taken from The Simpsons episode, 'Boy Scoutz 'N' The Hood', written by Dan McGrath, directed by Jeffrey Lynch.

8: DASH DINGO

Episode: Lisa Gets An 'A'...Lisa is playing it in her bedroom.

GAME DESCRIPTION...

A huge floating Aussie head cackles to Dash: "Foolish Dingo, you must find and devour the seven crystal babies, or spend eternity trapped, in deep Didgeridoo!". The isometric platform game then sees Dingo running through a jungle level until a gang of oriental mice jump out and beat him into a red stain.

IT'S A BIT LIKE...

Crash Bandicoot but with a different Aussie creature, a touch more violence.

This floating Aussie head is the undoubted star of the show.

Dingo makes a dash through the door, what horrors lay in waiting?

A glowing pot! It must be treasure! Let's get in there boy...

Alas, our Dingo takes a very bloody beating from maniac mice.

IN THE REAL WORLD...

It pretty much exists already, but the Bandicoot series is getting as stale as uncovered bread. Maybe they should turn Crash into a Dingo, turn Vortex into an Aussie and make a fresh new series.

OVERALL It looked alright, but nothing particularly original. The Psycho Aussie head made for a superb nemesis though.

DUFF-O-METER

These images of *Dash Dingo* were taken from 'Lisa Gets An A', written by Ian Maxtone-Graham, directed by Bob Anderson.

7: TOUCH OF DEATH

Episode: When Flanders Failed...Bart is playing it in the arcade.

GAME DESCRIPTION...

You are a hard looking swine with a taste for red pants. In old-skool 2D beat-'em-up style, you're engaged in battle with a black clad ninja. The game's not going your way and he lands a devastating kick which puts you to the floor. However, all is not lost. Bart then hits the Touch Of Death button prompting the fighter to his feet and then simply touches the Ninja, who then falls over and dies. Result!

IT'S A BIT LIKE...

Street Fighter 2 with Ninjas.

It starts off a bit rocky with the Ninja landing a kick to the nads...

...the special touch of death button is activated...

...a whopping 6600 points for using the touch of death tots up...

...and it's pretty clear who won this battle. Champion!

IN THE REAL WORLD...

Not all that original, but with today's constant flow of 3D beat-'em-ups it makes for a nice change. The touch of death attack might make the game a just a smidge too easy though.

OVERALL Decent enough beat-'em-up that lacks originality, grace or playability. Ace!

DUFF-O-METER

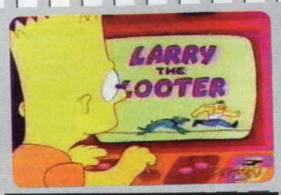
These images of *Touch of Death* were taken from The Simpsons episode When Flanders Failed, written by John Vitti, directed by Jim Reardon.

6: LARRY THE LOOTER

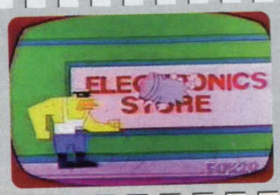
Episode: Radio Bart...Bart's playing it in Wall E. Weasels arcade.

GAME DESCRIPTION...
The city is in chaos, so Larry goes out on the loot. Starting off by chucking a bin through an electronics store's front window, Larry then fills his sack with a TV, a Ghetto-blaster and a Camcorder, earning him a whole load of points. But trouble's ahead when the angry shot-gun wielding shop owner blows Larry's head clean from his shoulders.

IT'S A BIT LIKE...
State Of Emergency and *GTA3* mixed with *Keystone Capers*.



Bart gets his trigger finger ready for a good old fashion looting.



What batter way to start off a profitable day by smashing a window.

It's point galore as Larry's bulging sack gets fatter with loot.

...but the scrolling's too fast to see the baddy and he loses his head.

These images of *Larry the Looter* were taken from

IN THE REAL WORLD...
Its shocking subject matter would make it an ideal game for Rockstar's portfolio and would fit nicely across all formats, there's nothing stopping Larry from making an outing on your games machine.

OVERALL The *Grand Theft Auto* series has made this look a little tame by today's standards. Slightly above average.

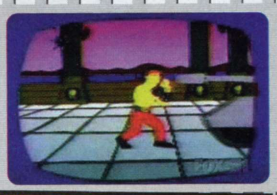
DUFF-O-METER

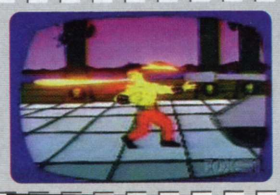
5: BONESTORM

Episode: Marge Be Not Proud...Featured on a TV ad as Lisa & Bart watch.

GAME DESCRIPTION...
There's this hard looking geezer fighting a tank. It's going well and he's landing uppercuts on its massive barrel. But the tank lands a massive shell-blast to his face, and knocks him right over. Then a pair of six armed beasts are battling away when suddenly Santa arrives with a rocket launcher and fires a Bonestorm cartridge right into the games machine.

IT'S A BIT LIKE...
Mortal Kombat times a million. Not just a bit but blatantly.


Not the best situation to be in, but this tank looks like it needs a punch.


Not many men can survive a point-blank tank blast to the mush.

These two cronies look a bit like a certain *Kombat* character.

It's at this point Bart starts to dribble in need for this fine beat-'em-up.

These images of *Bonestorm* was taken from The

IN THE REAL WORLD...
While the *Mortal Kombat* games were slightly crap, this looks like being much better with far more violence and some heavy duty hardware limbered up for a decent kick-off.

OVERALL Looks like the best one-on-one beat-'em-up ever, and could even give *Dead Or Alive 3* a run for its money. Winner!

DUFF-O-METER

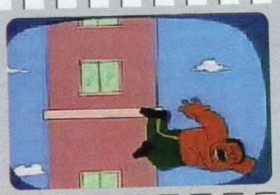
4: PANAMANIAN STRONG

Episode: Boy Scoutz 'N' The Hood...Bart in the amusement arcade.

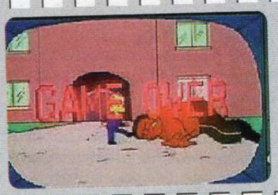
GAME DESCRIPTION...
It starts off with the villain on the roof of a very tall building swatting helicopters out of the air. One lets rip and catches him in the chest! He falls storey after storey to the floor, and bounces hugely before coming to a stop. George Bush then walks onto the screen, utters "Winners don't use drugs" and kicks the Panamanian Strongman in the head.

IT'S A BIT LIKE...
Rampage blended with the *King Kong* movie and an anti-drug ad.

Oh no, a chopper gets a hit in as you take a swipe for them.


This drop has been going on for sometime, it's not looking rosy.

He hits the pavement with so much force, he even bounces off it.



The cheeky little ex-president shows you further disrespect.

These images of *Panamanian Strong* were taken from The Simpsons episode, "Boy Scoutz 'N The Hood", written by Dan Machgall, directed

IN THE REAL WORLD...
This could be a real treat. Everyone likes being the big man, and climbing huge buildings to have fights with attacking helicopters sounds like the very definition of fun.

OVERALL A belter! The huge falls give it a real adrenaline rush and the cameo from George Bush was more than welcome.

DUFF-O-METER

3: ESCAPE FROM GRANDMA'S HOUSE

Episode: Bart Gets An F...Bart in the arcade.

GAME DESCRIPTION...
You're a young lad who's found himself in the middle of his grandma's lounge, and she's homing in to give him a wrinkly old kiss - a horrifying situation that must be avoided. The boy rips a shotgun off the wall in a desperate bid to escape, managing only to stall her with a blast to the face. The game ends with granny telling you that you're an ungrateful grandchild.

IT'S A BIT LIKE...
Metal Gear Solid - a perfect blend of shooting and evasion.

Not even a shotgun blast can keep a loving grandma at bay.

Oh no, the deadly mothballs! Now there's no escape!

Another chase across the screen, you ungrateful little boy.

Bart consoles himself before leaving the arcade.

These images of *Escape from Grandma's House* were taken from The

IN THE REAL WORLD...
Would be a doddle to develop and grandma's simple home-in-and-kiss AI could be programmed by a monkey. The Daily Mail would be all over it like a cheap suit, boosting sales enormously.

OVERALL Hiding, running about a bit, shooting little old ladies...Sounds like a winner to us!

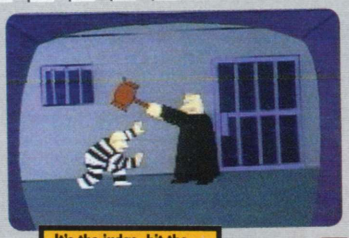
DUFF-O-METER

SIMPSONS GAMING MOMENTS...

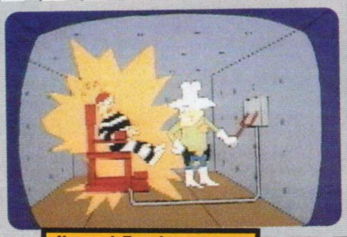
2: ESCAPE FROM DEATH ROW

Episode: New Kid On The Block...Laura In the Kwik-E-Mart.

Jump to freedom murderous one! A 1000 points just for dodging a bullet.



It's the judge, hit the change of venue button!



Not good, Texan's execute shoplifters. At least it's quick.

And as you float down to hell, the cowboy dances on your grave.

GAME DESCRIPTION...

Having just escaped your cell, it's a mad dash for freedom and off the death-dealing row. Minions come in the form of guards who take pot shots at you with their revolvers, but using well-timed jumps you can evade these troublesome foes. Problems arise when the end of level baddy appears, a judge with his fearsome hammer. It's a battle that cannot be won, the plead insanity button doesn't do anything and the only remaining option is to hit the change of venue button. Crikey! You're in Texas where punishment doesn't favour the wrongdoer. You're strapped into the hot-seat and fried by a laughing gun-slinging cowboy. Game over! If you'd have hit the remorse button one more time, you might have been let off.

IT'S A BIT LIKE...

Prisoner Of War meets *The Shawshank Redemption* - but with a few more laughs.

IN THE REAL WORLD...

It'd make for a superb, if not unlikely GBA platformer. They could even make use of the link-up so you can have races with your mates - who can escape death row the quickest? Might cause problems in America's deep south where half the population have a relative on Death Row.

OVERALL One of the best games Springfield's ever offered up and proof that even death row can be fun.

DUFF-O-METER

These images of *Escape From Death Row* were taken from The Simpsons episode "The New Kid On The Block", written by Conan O'Brien, directed by Wes Archer.

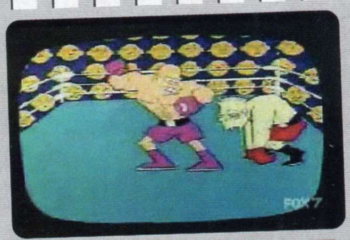
1: SUPER SLUGFEST

Episode: Moaning Lisa...Bart and Homer play it at home.

Homer's not even landed a single punch while Bart hasn't a single one.

After ten seconds, Homer's head still hasn't gotten up. Bart, winner!

But after Homer's been into training, it's looking pretty bad for Bart.



Bart's on his last breath while Homer prepares for the final killer punch.

GAME DESCRIPTION...

It's a Boxing game, where one fighter looks like Bart, the other, Homer. Bart then proceeds to beat the crap out of Homer who doesn't manage to fire off a single punch. It ends in misery for Homer when Bart lands a particularly devastating uppercut knocking Homer's head clean from his shoulders and off the screen, which eventually lands back in the ring and creates a huge puddle of blood. Later, Homer finds a Slugfest Master in an arcade and spends hours being trained by him. Homer then returns home and back into the ring with Bart and beats him to a pulp. Just as Homer's spinning his arm in preparation for the finish punch, a power cut ends the game prematurely leaving Bart undefeated at the game.

IT'S A BIT LIKE...

Mortal Kombat levels of gratuitous violence mixed with a decent version of *Knockout Kings*.

IN THE REAL WORLD...

This would be an absolute corker of a game. Mixing ultra-violent arcade action and rolling it all up into a mean and nasty boxer would surely be a big hit across all platforms. Come on Publishers, you know it makes sense, let's forget all that "realistic sweat physics" tosh and have some decapitating uppercuts!

OVERALL One of the best games never made, it had us panting like thirsty dogs. Truly superb in every way.

DUFF-O-METER

These images of *Super Slugfest* were taken from The Simpsons episode "Moaning Lisa", written by Al Jean and Mike Reiss, directed by Wesley Archer.

THE REAL SIMPSONS GAMES

There are two kinds of Simpsons games. The brilliant original creations that spring up in Springfield, and the licenced tosh that feeds off the cartoon's teat like a blood-supping leech. Here's a quick run down of the better ones...

THE SIMPSONS (ARCADE, PC, 1991)
Ayecarumba! One of the first outings in a game has the Simpsons in loads of mini-games. Here is the inspiration for the forthcoming PS2 skateboarding game.

BART'S NIGHTMARE (SNES, MEGADRIVE, 1992)
This has Bart crashing out and having a grim time in the head. It was a very surreal game, with floating grannies and all sorts. Trippy.

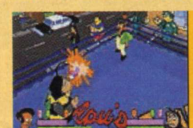
SIMPSONS BOWLING (ARCADE, 2000)
Only ever made it to the arcades for some reason. All the main Simpsons characters take to the bowling hall and hit a hatful of strikes.

BART VS THE SPACE MUTANTS (VARIOUS ANCIENT CONSOLES)
The most famous of the oldies, The Space Mutants has Bart on the platform rampage- this mockery of a looker is from the Master System version.

VIRTUAL SPRINGFIELD (PC, 1997)
This is still played by many today, a weird game where you could roam Springfield and indulge in many mini-games. Here Homer's taking a whack from a plank.

TREEHOUSE OF HORROR (GBC, 2001)
A recent half decent platformer. Here Homer prepares to pull a lever. Presumably to open that game. Watch the rat! No seriously, watch it.

KRUSTY'S SUPER FUN HOUSE (SNES, MASTER SYSTEM, GAME BOY, 1993)
Krusty's super crock of hell was a bit of a stinker, lots of horrible platform puzzles- and Krusty never did anything nasty.



SIMPSONS WRESTLING (PS, 2000)
Crackers wrestling with all your faves. Great when Abu chucks a can at the TV bee to knock him canvas bound, but gets a little ethically dubious in the Homer Vs Lisa bouts.

SIMPSONS ROAD RAGE (PS2, GC, XB, 2002)
A taxi driving game that was less Crazy Taxi and more Cock Cabby. You drive about, you bump into stuff, you win races. Duff Lite indeed.

FREE!

HUGE 100-PAGE BOOK packed with cheats, tips, hints and more for Super Smash Bros, Pikmin, Agent Under Fire and Spider-man – unmissable!

12-PAGE REVIEW!

MARIO SUNSHINE

MORE levels, MORE shots, MORE secrets exposed in our stonking great review – you can't afford to miss out!

PLUS TIMESPLITTERS 2 RESIDENT EVIL ZERO ETERNAL DARKNESS REVIEWED SOUL CALIBUR II MONKEY BALL 2

STILL the biggest games magazine in the world.

ON SALE WEDNESDAY 7TH AUGUST

Games Master TIPS

CODE GIRL

Heeeeeey-yo! We inna Misteeq style! Yes, I'm back and it's not a repeat as we've got the hippest, cheekiest cheats that even money can't buy. Top of the bill is the incredible *Stuntman*, torn to pieces and laid bare for inspection. But whatever your console and whatever your needs you just *know* I'll be there to lend a hand! Word to your mother.

CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

TIPPED THIS ISSUE...

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THE GUIDE STUNTMAN

p.60

CHECK YOUR MIRRORS, BELT UP AND LEARN HOW TO CRASH AND BURN THE GM WAY!

TIPS EXPRESS
LATEST CHEATS!

MASTER CLASS
YOUR TIPS!

CONSOLETATION ZONE
YOUR QUESTIONS!

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.62

TIPS EXPRESS

Kiss the sky with ***Freekstyle***, hit the cow's arse in ***End Game***, recycle with ***Resi***, rally with the er...***Rally*** and dominate those dwarves!

STED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN

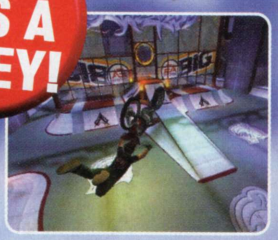
SPOKE TO THE HAND!

FREEKSTYLE

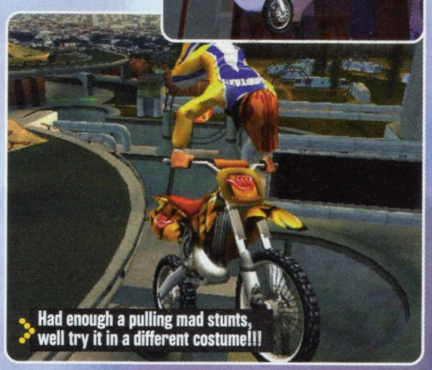
CRIKEY IT'S A BIKEY!

It's biggest, ballsiest, most bouncy extreme sports game there is and it should be as easy as falling off a bike, but if you finding that gravity is getting you down these codes willhelp you get back in the saddle. To enter them go to "Enter Codes" under the Options Menu.

Unlock Everything - **loksmith**
Always Freakout Time - **allfreek**
Unlock all tracks - **trakmeet**
Unlock all bikes - **wheels**
Unlock all outfits - **yardsale**
No bike - **flysolo**
Low gravity - **ftail**
Burn It Up track - **carverok**
Gnome Sweet Gnome track - **clippers**
Let It Ride track - **blackjak**
Rocket Garden track - **todamoon**
Crash Pad FreeStyle track - **wideopen**
The Burbs FreeStyle track - **tuckelle**
All characters - **populate**
Play as Clifford Adoptante - **cooldude**
Play as Greg Albertyn - **gimegreg**
Play as Jessica Patterson - **blondie**
Play as Mike Jones - **toughguy**
Bloodshot bike for Mike Metzger - **eyedrops**
Rock Of Ages bike for Mike Metzger - **brrrrrap**
Rhino Rage bike for Mike Metzeger - **seventwo**
Mulisha Man bike for Brian Deegan - **whatever**
Heavy Metal bike for Brian Deegan - **hedbangr**
Dominator bike for Brian Deegan - **whozaskn**
Racer Girl outfit for goodtime Jessica Patterson- **tonboy**



▲ EA Big have crammed in the secrets.



Had enough a pulling mad stunts, well try it in a different costume!!!

TIPS FOR THE WHEELESS BOVER

WIPEOUT FUSION

Futuristic racing is an unforgiving pass time, so if you prefer your challenges to come with softer edges and furry dice, these codes should suffice. To enter these codes select 'Extras' and then 'Cheats'.

Features unlocked
⊗, △, ○, △, ○

Infinite weapons
△, ○, ⊗, ○, □

Infinite shields
△, △, □, □, □

Fast ships
□, ⊗, ⊗, ⊗, △

Retro ships
⊗, ○, △, □, ⊗

Mini ships
○, □, □, ⊗, ⊗
as a code.

Animal ships
△, ○, ○, △, ⊗
as a code.

▲ Whatever floats your zero gravity, futuristic racer, sunshine.

▲ This is one tough game so there's no shame in asking for a little help.

NO HOVER BOVER

THE OBI-WANS THAT YOU WANT

SW: EPISODE 2 ATTACK OF THE CLONES

If the Force is particularly weak with you, these level passwords should help get past the gristly bits in this Star Wars 2D side scroller.

Level	Padawan	Jedi
2	BHDBGJ	BJDGGM
3	BHFBHJ	BJFGHM
4	BHGBDJ	BJGGDM
5	BHHBFJ	BJHGFM
6	BGKBCK	BJKGCM
7	BGLBSK	BJLGSM
8	BGMBTK	BJMGTM
9	BGNBQK	BJNGQM
10	BGPBRK	BJPGRM
11	BGQBNK	BGQGNP
End	BGRBPK	

FEEL DA FORCE!

Sod prancing about in your brown mac, just skip to the end.

Finally get to see Anakin's Sand People massacre! Family fun!

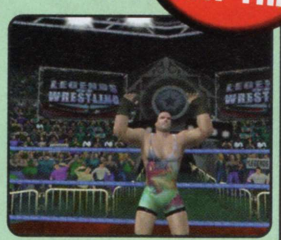
BIG MEN BUT ONLY TINY TRUNKS

LEGENDS OF WRESTLING

OLD RING NEW TRIX

Get the party swinging and make sure everyone's there with this nifty cheat.

All wrestlers
At the main menu, press Up(2), Down(2), Left, Right, Left, Right, Y(2), X. After enabling the code, go to the options screen and save your options.



▲ Rob Van Damme – already a legend!

WARNING: LOW FLYING CAPRIS

STUNTMAN

CAR EM GET 'EM!

It's a tough life being a *Stuntman*. Bustin' your ass with the director just nagging in your ear all the time. So here's a little help, because remember, you're the unknown stuntman that makes Eastwood look so fine. These cheats are case sensitive and should be entered at the New Game menu.

Cheat mode **MUssON**
All cars **spiDER (or) ChUmP**
All toys **MeFf**
All trailers **FellA**

DAY OF THE JACKASS MORE LIKE...

END GAME

TRIGGER FINGER LICKIN'

Cheat mode
To enter these codes using a lightgun, fire at a blank portion of the menu screen. The number of times you fire corresponds to a letter in the alphabet.
Master code -
Enter "MEBIGCHEAT"
Arcade mode -
Enter BLAM
The "Arcade Mode" option will now be unlocked in the extras menu.
Country challenges -
ABROAD
Mighty Joe Jupiter mini-games
MIGHTIER
Jukebox and music test -
LETSBOOGIE

PUTTING A DENT INTO RESI EVIL

RESIDENT EVIL

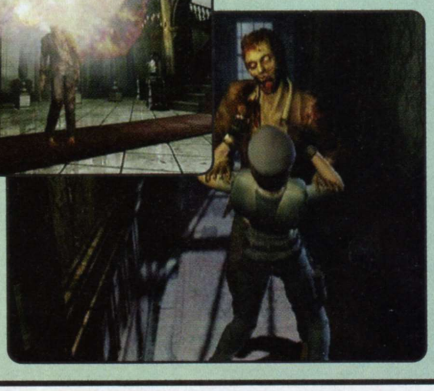
Here's a couple of tips that will help you clear the house of zombies and save precious supplies. It's double the fun!

BBQ FLAVA ZOMBIE

Save Petrol
Try and stack zombies before burning them by killing each one right over the corpse of the other. Then you can burn several bodies with only one dose of petrol from your hip flask.

Retrieve Self Defence knives
Those little daggers are great for preserving health but there's not that many knocking about. To get back a used knife from the zombies, take its head off with the shotgun and you will able to retrieve the knife from the floor.

◀ Take the heads off to get back the daggers.



▶ Try to kill the zombies in the same area to save petrol.

PC

IT'S THE D&D MONSTER FACTORY!

NEVERWINTER NIGHTS

LOOK WHO'S ORCING

This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "nwn.ini" file in the game folder. Add the following line under the "Game Options" section: Debug Mode=1
Then while playing a game, press ~ and type "DebugMode 1" (case sensitive) to enable cheat mode. Then, press ~ again and press [Tab] to view the debug commands. Press [Tab] to scroll through the commands. Enter one of the following case-sensitive codes to activate the corresponding cheat function. If you entered the code correctly, the message "Success" will appear. If the message "Entered Target Mode" appears, click on the desired character to apply the cheat.

Invincibility	**dm_god**
Set Charisma attribute	SetCHA [number]
Set Strength attribute	SetSTR [number]
Set Intelligence attribute	SetINT [number]
Set Wisdom attribute	SetWIS [number]
Set Constitution attribute	SetCON [number]
Get indicated amount of gold	dm_givegold [number]
Get indicated amount of experience points	GiveXP [number]
Raise indicated number of levels	GetLevel [number]

▲ *D&D* brought to life, but sadly no Eric.

▲ Take the fuss of out orc bothering.

▲ Feeling a bit flat. Just up your Charisma

▲ Skills like that, he could do kid's parties.

HACKERS PARADISE

V-RALLY 3

Here's our monthly helping of codes for people who love taking the easy route so much that they've gone and bought a special machine for it. Yep, you're gonna need an Action Replay cartridge to super charge your copy of *V-Rally 3*, the slickest, quickest rallying game knocking about at the mo.

(M) - must be on
0E3C7DF2
1853E59E
EE8C624E
BCBA077A

Car Never Dirty
DE8B19FE
BF899B8B
DE8B19FA
BCA99B83

No Motion Blur
DEAF183E
BCA99B83

Loads Of Joypad Vibration
DEAF249A
FDC99B83

Faster 1.6 Cars
DEAF259A
FC299B83

Super Traction 1.6
DEAF25BE
FC699B83

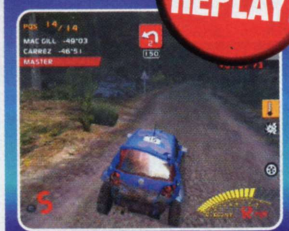
Lightweight Chassis 1.6
DEAF25AA
FB35673C

Faster 2.0 Cars
DEAF25A2
FC499B83

Super Traction 2.0
DEAF25BE
FC699B83

Lightweight Chassis 2.0
DEAF25B6
FB35673C

INSISTANT REPLAY!


▲ Use this cheat to turn a hardcore stage into a gentle Sunday drive.

The Guide

STUNTMAN

Danger lies over every ramp, around every corner and through every wall of fire. Here's how to beat the toughest stunts you'll face...

20 HARDEST STUNTS!

Stuntman is crammed with tricky stunts so we've done our homework, picking out the 20 stunts which will give you the biggest headaches.

1. TOOTHLESS IN WAPPING • MISSION: ROZZER BOVVER

You'll need to negotiate a tunnel and heavy traffic on the approach, and then catch the ramp on the side of the skip with pinpoint accuracy. If you don't manage it, the Rozzers will be right on your arse.

Squeeze between the vehicles and keep your speed up.
You need to be accurate to hit this narrow ramp.
Catch it like this and you'll escape the Rozzers.

2. TOOTHLESS IN WAPPING • MISSION: FILLED IN

This level is set in Docklands so you'll need to drive at speed in confined spaces and keep up with the notorious Dentist, or you'll be pulling teeth.

The lorries do their best to stop you, but nip past them.
Maintain a straight line to make it over the boxes.
Hit the button now to perform a cannon roll.

3. A WHOOPIN' AND A HOLLERIN' • MISSION: OUTTA TOWN NITRO

This fast paced scene sees you take to the dirt and perform a daredevil leap of faith over the roof of a house, taking out the chimney on your way.

Take a sharp right through the fence and straighten up.
Hit the crest with the counter just to your right...
... and you'll hit the chimney smack in the face.

DIFFICULTY RATING 06/10

4. A WHOOPIN' AND A HOLLERIN' • MISSION: OUTTA TOWN NITRO

This is the biggest jump in the whole game and it's all about the high speed acceleration offered by the nitro button. You'll find yourself pressed back into your chair when it's engaged. Woooosh!

Head for the middle of the road and hit the gas.
Hit the nitro and aim for the centre of the jump.
It's a huge gap but you'll land it even if it is bone crunching.

DIFFICULTY RATING 05/10

5. A WHOOPIN' AND A HOLLERIN' • MISSION: CORKSCREW

The Corkscrew is one of the toughest tests of a stuntman's ability and you'll need to be on-point if you're going to land back on your wheels. You'll feel like a proper nutter if you manage to pull this little baby off.

It's a high speed chase to keep up with the lead car.
Keep to the centre of the ramp with the pedal to the metal...
...and you'll be launched into a barrell roll.

DIFFICULTY RATING 07/10

6. A WHOOPIN' AND A HOLLERIN' • MISSION: TAME THE TRAIN

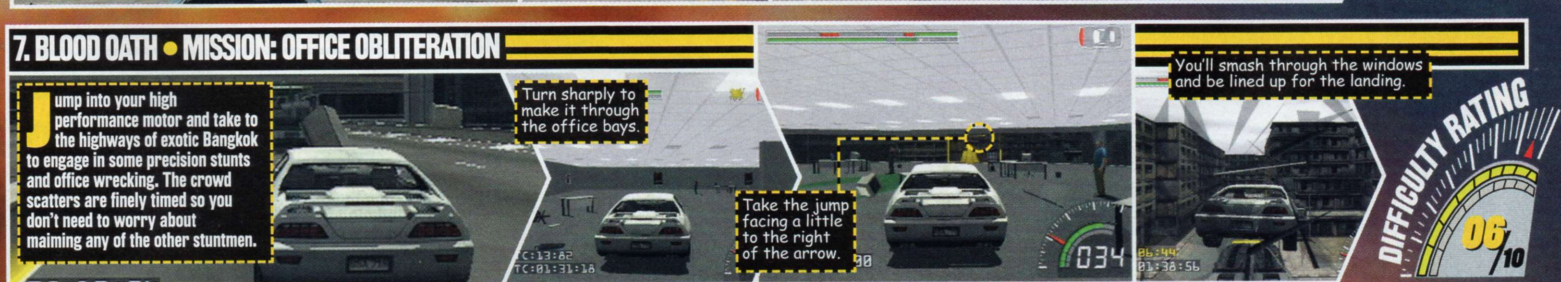
Normally it's the good guy fighting the baddie on the roof of a train, only for a low bridge to decapitate the nasty man. In this case, you've gotta land on a moving locomotive at high speed and then drive down the carriages.

Hammer it through the gap right from the start.
Crash through the barrier and aim for the marker.
Don't stop - blaze it down the train quick smart.

DIFFICULTY RATING 07/10

7. BLOOD OATH • MISSION: OFFICE OBLITERATION

Jump into your high performance motor and take to the highways of exotic Bangkok to engage in some precision stunts and office wrecking. The crowd scatters are finely timed so you don't need to worry about maiming any of the other stuntmen.


Turn sharply to make it through the office bays.
Take the jump facing a little to the right of the arrow.
You'll smash through the windows and be lined up for the landing.

DIFFICULTY RATING 06/10

8. BLOOD OATH • MISSION: DOWNTOWN DASH

After a fast and furious chase through the back alleys, the director orders you to make a death-defying leap over the river onto the back of a truck.

Get all the speed you can or you'll get wet.
Keep the target lined up with your bonnet.
You'll be the toast of the film set for this one.

DIFFICULTY RATING 08/10

9. BLOOD OATH • MISSION: ROOFTOP RUMBLE

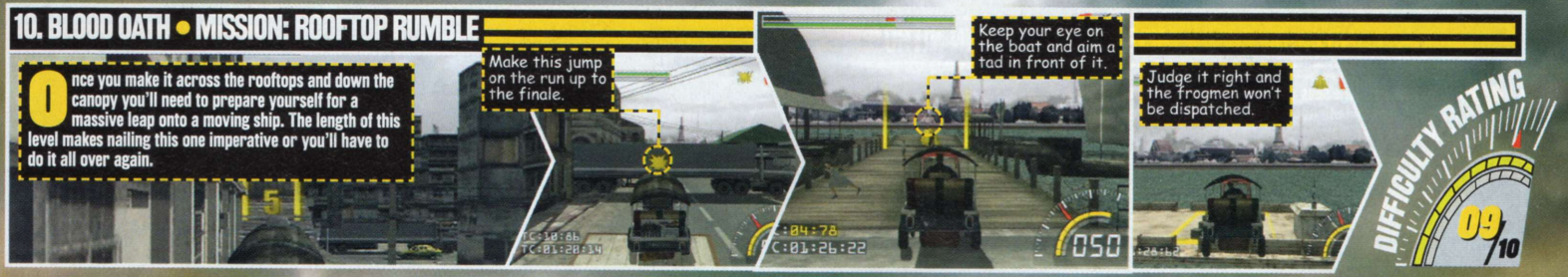
In stark contrast to your top of the range automobile, you now find yourself driving a three-wheeled taxi called a tuk-tuk. It's not the most stable making this one of the toughest levels.

The helicopter does it's best to put you off course.
Buzz through this square chicane with the power on.
Keep to the left to keep in line for the next corner.

DIFFICULTY RATING 08/10

10. BLOOD OATH • MISSION: ROOFTOP RUMBLE

Once you make it across the rooftops and down the canopy you'll need to prepare yourself for a massive leap onto a moving ship. The length of this level makes nailing this one imperative or you'll have to do it all over again.


Make this jump on the run up to the finale.
Keep your eye on the boat and aim a tad in front of it.
Judge it right and the frogmen won't be dispatched.
DIFFICULTY RATING
09/10

11. CONSPIRACY • MISSION: SUSPECTS ON SNOWMOBILES

You've seen the James Bond movies where he puts on his thermal long johns, and now it's your turn. The skidoos are nippy blighters and you'll have to master them to make this jump off a roof and through a balcony window.

Aim for the window or they'll be scraping you off the wall.
Pelt it up the roof and head straight for the indicator.
It's a close run thing, but with enough speed you'll make it.
DIFFICULTY RATING
08/10

12. CONSPIRACY • MISSION: HUNTED BY MICROLIGHTS

It's time to take to the slopes as you make a mad dash away from a bomb dropping microlights. Don't despair, if you get your timing right, you can take revenge by landing on one of these flying lawnmowers from above.

Keep the throttle open on the approach to this jump.
Line up with the microlight, although he will vanish from sight.
He won't know what's hit him, what with exploding and everything.
DIFFICULTY RATING
07/10

13. CONSPIRACY • MISSION: RIVER RAGE

It's back to four wheels and an outing in a Land Rover. Your driving skills need to be finely tuned because ice and snow don't make for a grippy surface. Chase the bad guy and he'll lead you to the cable car.

You can't see the cable car at first so head for the marker.
Aim a little in front of your target or it will get away.
Get it right and there's a warming explosion to enjoy.
DIFFICULTY RATING
08/10

14. THE SCARAB OF LOST SOULS • MISSION: PANZER ATTACK

It's time to take on the nasty Nazis in this *Indy*-style romp in the desert. You'll need to be quick to keep up with the staff car, but the jeep is a nice drive so you shouldn't have many problems.

Dodge the tanks and head for the marker.
Keep level and the accelerator depressed.
It's not over yet, but the toughest part is done.
DIFFICULTY RATING
06/10

15. THE SCARAB OF LOST SOULS • MISSION: TEMPLE TRAP

Put your goggles on and hop onto this old skool example of a motorcycle. It's prone to tipping over so play it cool, but keep it quick because the Germans are hell-bent on putting a cap in your ass.

Take the tight corner and lose the tank before aiming for the ramp.
Aim to the left a little so as to make the gap smaller.
Be careful because this bike ain't designed for soft landings.
DIFFICULTY RATING
07/10

16. THE SCARAB OF LOST SOULS • MISSION: SINK THE U-BOAT

Now you get to call the shots with this speedy piece of military hardware. You'll have to shoot your way out of the temple before high tailing it across town to foil the German escape plan with a perfectly judged leap of faith.

You'll have to break through the baracades on your way.
Whip around this corner at full speed and line up.
Aim ahead of the conning tower to send the Nazi's hands sinking.
DIFFICULTY RATING
08/10

SPECIALS

A stuntman makes the most of his wad on film sets, but he can also ply his trade on the arena stunt curcuit. Here are the stunts you have to pull off in front of over-enthusiatic American crowds.

SPECIAL 1

LEVEL: CANNON JUMP

Just drive straight and, once in the cannon, release the power just after the explosion or else you'll sail over the car stack.

GM TOP TIP!

Tap the handbrake to negotiate tight corners when you have to keep your speed up - very handy for chase scenes.

CAMERAMAN

GM TOP TIP!

Follow our advice on where to hit ramps because the indicators don't always point you in the right direction.

CAMERAMAN

SPECIAL 2

LEVEL: CAR DOMINOES

Not too tricky this one, but you'll need your slalom skills intact to hit all the cars before smashing through the triple dominoes.

SPECIAL 3

LEVEL: HELL DRIVERS

Formation driving requires a steady foot on the accelerator or else you'll end up either ramming the car in front or dropping too far behind.

GM TOP TIP!

Pay attention to what the director says - after all, if you do it wrong he'll call 'cut'!

CAMERAMAN

SPECIAL 4

LEVEL: MONSTER TRUCKS

Taming this beast is no easy feat. Your best bet is to lay off the power when crushing cars or you'll flip right over.

GM TOP TIP!

Remember that you don't need to make every stunt - you can skip some of the smaller ones if you're running short of time.

CAMERAMAN

SPECIAL 5

LEVEL: WORLD RECORD

The key to success is making it around the loop-the-loop, so be sure to be straight when you hit it. The nitro will carry you over the jump.

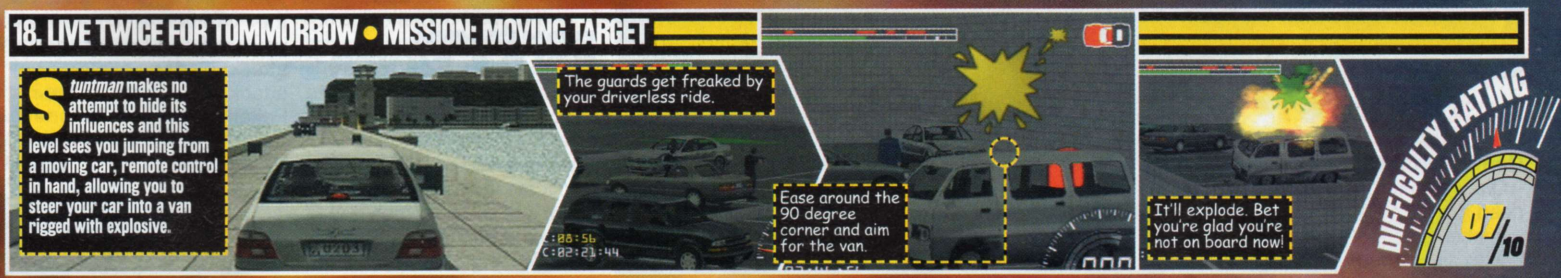
17. LIVE TWICE FOR TOMORROW • MISSION: POLICE CHASE

Slip into the high society world of *James Bond* and take a drive in a Bambino! It's a mini-motor but it's certainly suited to slipping between police road blocks. It looks like you're scuppered, but this jump leads you to safety... Better make it!

Burst through the wall, keeping straight and level.
Get a move on and aim just to the left of the building on your right.
Turn hard on landing and crash through the concrete wall.
DIFFICULTY RATING
06/10

18. LIVE TWICE FOR TOMMORROW • MISSION: MOVING TARGET

Stuntman makes no attempt to hide its influences and this level sees you jumping from a moving car, remote control in hand, allowing you to steer your car into a van rigged with explosive.


The guards get freaked by your driverless ride.
Ease around the 90 degree corner and aim for the van.
It'll explode. Bet you're glad you're not on board now!
DIFFICULTY RATING
07/10

19. LIVE TWICE FOR TOMORRROW • MISSION: STOP THE STEALTH JET

It's the grande finale and you've got to save the world by taking out a hijacked stealth jet. This is the most challenging level yet.

Turn sharply to make it under the moving truck.
Floor it immediately and aim for the ramp.
Get up enough speed, and you'll clear the diving platform...
And land safe and sound on the other side of the fence.
DIFFICULTY RATING
09/10

20. LIVE TWICE FOR TOMORROW • MISSION: STOP THE STEALTH JET

Here it is, and you need to be at the top of your game to take out the jet with one of the most increible driving sequences laid down on disc.

See what kind of speed your sporty number is up to.
Aim a little to the right before the jet comes into view.
You'll have to wait briefly to see if you hit the target.
This jet's going down but we didn't want to spoil the explosion for you...
DIFFICULTY RATING
10/10

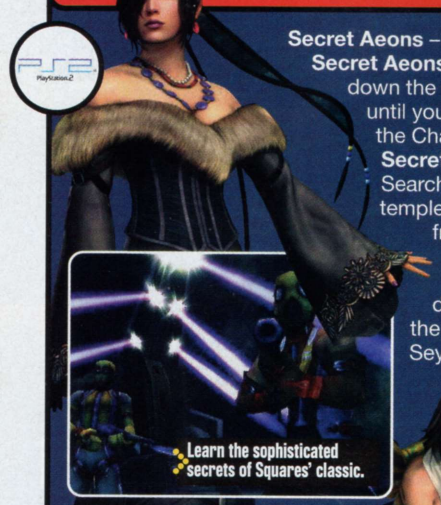
MASTER CLASS

Want to know some **nifty lightsabre tricks?** Or how to **bowl like Darren Gough?** How about some new **Smashing** trophies? **Fellow gamers show you how!**

YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS

TIP OF THE MONTH
Final Fantasy 10

You're a JOYTECH Top Tipster!



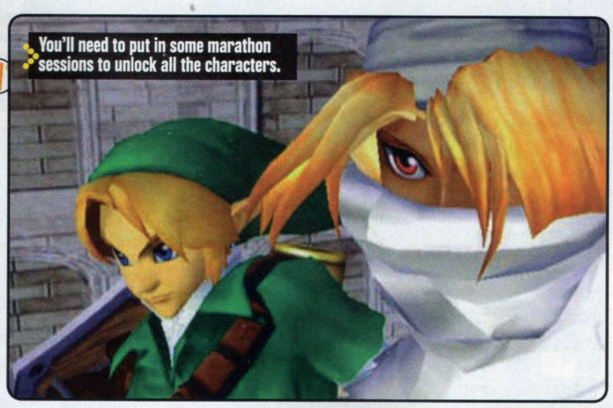
Secret Aeons – There are 3 secret Aeons. Here's how to get them.

Secret Aeons Yojimobo – After beating Defender X, go right down the valley. Go into the cave on the left and walk around until you meet Lady Ginnem. Fight Yojimbo, win and go to the Chamber of the Fayth and pay 200,000 gil for him.

Secret Aeon Anima - Choose search at the airship menu. Search the area marked X:12/Y:57. The name of the Baaj temple should pop up and you can then access this temple from the map list. Once inside, save, head up towards the water, dive in and defeat Geosgaeno with Stoneproof or Stone Wars. Then dive back down and head for the underwater doors. Go through the room with the spheres, talk to the fayth (It's Seymour's Mum). To go the Aeon, you have to have collected all the Cloister of Trial treasures from Djose, Besaid, Kilika, Macalania, Bevelle and Zanarkand.

Secret Aeon: The Magus Sisters - First get Anima and Yojimbo, then head for Remiem temple. Defeat 5 of Belgemines Aeons to get the flower Sceptre. Now head for the Monster Arena, then go to Mt. Gagazet, capture the 13 types of fiend, return to the arena and collect the Blossom Crown. Finally go back to the Remiem Temple, use these items on theseal at the reare of the room and get the MagusSisters.

G. Henderson, Bradford, South Yorks



SUPER SMASH BROS MELEE (GC)

Unlockable Characters –
Dr Mario: Play 100 Versus mode matches
Luigi: Play 800 Versus Mode Matches
Falco: Play 300 Versus Mode matches
Pichu: Play 200 Versus Mode matches
Marth: Play 400 Versus Mode matches
Young Link: Play 500 Versus Mode matches

Graeme Rycyk, Southport

▲ Two cups of tea and one of those fine donuts please. Oh and a lager for the lady.

GRAND THEFT AUTO 3 (PS2)

Complete the Final Mission – Okay, this is tough, so you'll need a tank, M60, rocket launcher, sniper rifle and full health and armour.

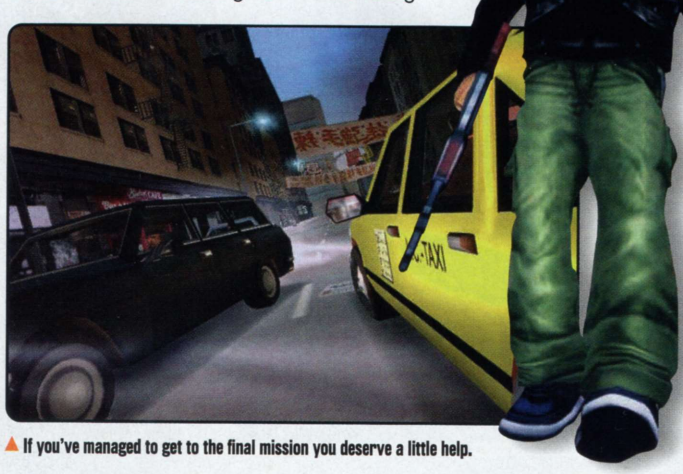
Now head for the dam. After driving over it from the industrial district, drive towards the U-turn at the bottom of the hill leading out from the dam. There is a small path leading to an area filled with large crates. Use the tank cheat here (◎ x6, R1, R2, L1, L1, ◎, △), position it to the left and save your game.

After this, drive to the Cartel Mansion and leave a fast car outside the gates. After a big cutscene, head right and get in the Cartel Cruiser. Drive through the gates, running over anyone who gets in the way

Get in the car, go left outside and drive back to the tank. Get in the tank, blow up the two cruisers, do the weapons cheat (R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑) three times and drive along the road until you reach a staircase.

Block the stairs with the tank and run up. Take out every guy with your M60 and shotgun, then blast the chopper with your rocket launcher. Kill any remaining guys on the dam with your sniper rifle and run up to the woman. Game over!

Steve Love, by email



▲ If you've managed to get to the final mission you deserve a little help.

POKÉMON GOLD & SILVER (GBC)

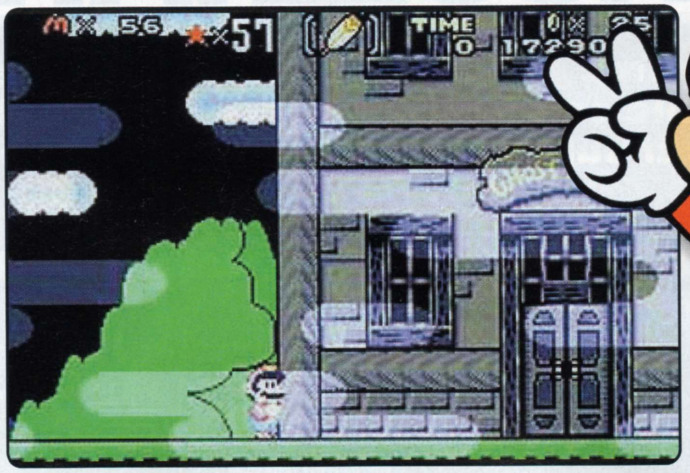
Teach any Pokémon any attack – First you'll need *Pokémon Red* or *Blue*. Duplicate the mimic TM and teach it to the Pokémon you want to learn any attack. Next get a Smeargle that knows the sketch move, preferably at a high level. Then, get a Pokémon that knows the attack you want to teach your Pokémon and have a link battle, or a mystery gift. Your opponent must send out Smeargle while you send out your Pokémon with Mimic. When Smeargle uses sketch, use mimic immediately afterwards. Now your opponent must send out the Pokémon with the attack you want. Let it use that attack, then use sketch. The attack will now stay in your Pokémon's attack list

Kelly, Devon

▲ Who says Pokémon is dead?! There's still time if you haven't managed to catch 'em all.

▲ Get the latest tips on how to control the Force straight from Inverness. Oh yes!

▲ Stop dossing about with the water and find those Easter Island statues!



ROGUE LEADER (GC)

Tech Upgrades – Here is a list of Tech Upgrades and where to find them
Advanced Shields – Death Star Attack: After the cutscene where the Tie Fighters arrive, turn left and look for a silver cone.
Advanced Proton Torpedoes – Corridor Ambush: At the start, go down towards the big bit of the ship, under the frigate. Now go through the rectangular hole.
Advanced Lasers - Battle of Hoth: After the shield generator gets shut down, do a U turn in the canyon and fly to where it used to be.
Advanced Cluster Missiles - Prisons of Maw: On the way to bombing the communications towers, there is a dome shaped building. Bomb it to get the missiles.
Advanced Proton Bombs - Razor Rendezvous: At the start fly under the Star Destroyer and shoot the ship that looks like the Shuttle Tyderean.
Homing Proton Torpedoes - Vengeance on Kothtis: When in control of the Y-Wing, fly through a hole on the deck of the Star Destroyer.
Advanced Concussion Missiles and Spread Proton Bombs - Imperial Academy Heist: The upgrades are in hangers either side of the base. Get one with the Y-Wing and the other with the Speeder.
Homing Concussion Missiles - Raid on Bespin: At the start, tell your men to go after the TIEs. Take the guns and go to the next platform, shoot down the rod-shaped ship and the ugrade should be on the gas platform.
Homing Cluster Missiles - Battle of Endor: Shoot down the left hand Star Destroyer. Then, when it stops falling, fly down and go into it's hanger, quickly come out and you should have the upgrade.
Advanced Targetting - Strike the Core: When you're in the core, turn right and fly under the last pipe to get the upgrade.
Sean Carmichael, Inverness

METAL GEAR SOLID 2 (PS2)

Easter Island Statues – Here are the locations of the Easter Island statues.
Shell1 Computer Room: under the bottom left hand desk.
Strut D Sediment Pool: on the girder just above the water.
Shell 2 Core, B1, Filtration Chamber: In the top right hand corner of the wrecked rooms.
Shell 2 Core, 1F, Air Purification Area: To reach it you need to fire a Nikita missile into the vents next to the stairs and in front of the boxes. Destroy the grate by shooting it several times with a missile, then follow the ventilation system, take 2 lefts and you'll find it.
Shaver - To get the shaver, play the game on Hard, Extreme or European Extreme and go to the caged area of the first room in the Plant Level. Pick up the shaver, give it to Snake and when you meet him in Arsenal Gear, he will have shaved.
Vamp Boss Battle - To beat Vamp in 6 seconds, get out the Stinger and blast him continuously while he is standing on the water.
Seagull Attack - If you shoot enough seagulls, they will dive down and attack you.
Michael Wilkinson, Cheadle

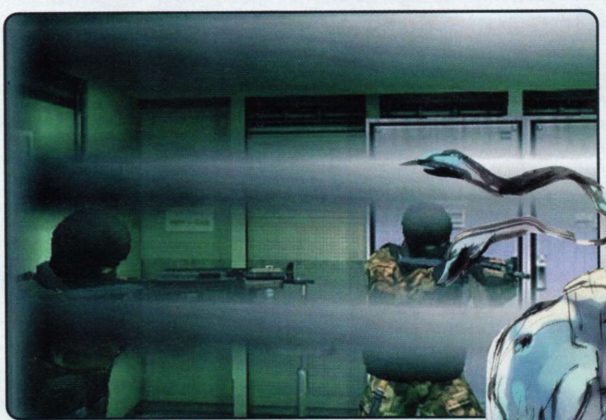
CHAMPIONSHIP MANAGER 00/01 (PC)

Best Tactics – Play 2 at the back, one DMC, 3 MCs, 1 AMC and 3 SC's and you'll score loads of goals and rarely concede.
Best Players - Goalkeepers: F. Costanzo (River Plate or M. Stenssagard (FC Kopenhagen). Defenders: G. Milito (Independiente, Arg), P.Dillon (Rotherham). Midfielders: F. Pacheco (Independiente), M. Weissenberger (Bielfield). Strikers: L..Saudeti (Milan), S. Stavridis (Panitalikos), R. Navarro (Numancia).
Oliver Vaulks, by email

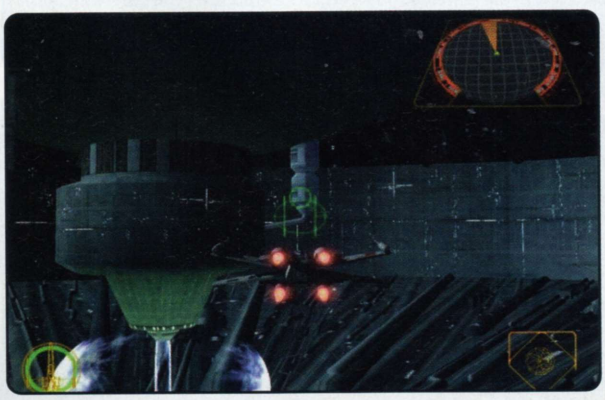
SUPER MARIO ADVANCE (GBA)

Level Skip - Go to world 1/3, get the magic potion, and carry it to the first door over the waterfall. Now throw it next to the door, go in the potion door, head down the vase and you should be in world 4/1.
Skip to 5/1 – Go to world 3/1 and jump over your Shy Guy enemies and go in the door. Now jump down the waterfall, making sure you stay in the middle of the screen and you'll land on an island. Go through the door and pull up all the items until you get a potion. Throw the potion at the next door , go through the potion door and head down the vase to get to world 5/1.
Skip to World 5/3 – playing as Luigi, climb up the ladder and do a super jump to the platform above and pick up a potion. Throw it next to the vase, jump down it and you should be in World 7/1.
David Hall, Manchester

▲ You can't beat a bit of *Mario*, and if you *really* can't beat it, try these hints and tips



▲ Get out the *Metal Gear Solid* tips to maintain you stealth respect.



▲ The Rogue Squadron levels are huge so learn exactly where you can find the pickups.

SEND YA CHEATS AND WIN TOP GEAR!

Want to show the world how great you are at games? We're after new, original tips, secrets, glitches and cool things *you've* discovered. As well as showing the world your gaming prowess, each month the sender of the best stuff gets a bundle of peripherals for the console (or PC) of their choice from those wonderful people at Joytech.
Send your tippage to: Masterclass, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.
Or e-mail: games master tips@future net.co.uk. Only the best stuff gets in!

CONSOLETATION ZONE

So if your game gives you trouble, we'll be in there on the double so don't let it trouble your brain. And ease those troubles down the drain. Peace out.

CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS!

MEDAL OF HONOR: FRONTLINE

Dear GM,
I have heard about some cool stuff in Medal Of Honor: Frontline and I just wanted to find out if it's true. For starters, I have heard that one of the levels contains a secret UFO and also that you can make certain enemies commit suicide. Are these occurrences true? If so, where can I find them?
Stuart Davies, Doncaster

Indeed they are true! To spot the UFO, when you get outdoors next to Sturmgeist's train, look up and to the right and you'll see it hovering in the air. If you look at it closely through a scope, you'll also notice that it has Nazi markings! As for the suicides, use the ladder to climb up to the top of the bridge in the Nijmegen Bridge level and there will be an enemy directly in front of you. Don't shoot him (or any other nearby enemies) and after a few seconds, he'll take aim at you and begin shaking before standing up, grabbing his helmet and jumping off the bridge, screaming!

Wotcha Fritz! Taste some justice, Free World flava.

No UFO's to spot here, just some Nazi's to spank for Uncle Sam.

This is one of the best first-person shooters on the PS2 which has tons of replay value. Go get now.

MADDEN NFL 2002

Dear GM,
I am having trouble acquiring Madden Cards and was wondering if you had any hints?
Jon Bloom, Poole

Create a false profile and use it to earn points for cards before saving it. Every time you turn on your game, use the points to buy packs of cards with your false profile and trade them with your real profile. Do not save the false profile, but only your real profile after the trading. Turn the console off and then back on again quick. Makes 200 points go a long way!

Get the Madden Cards without the hassle.

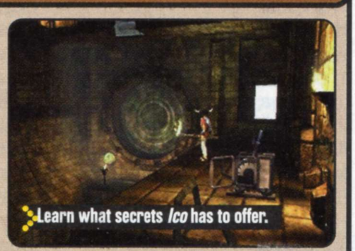
DRIVER 2: BACK ON THE STREETS

Dear GM,
I have been playing *Driver 2* to death and have finally completed it. Now I am trying to unlock all the secret stuff but am missing a couple of switches. Firstly, how do you open the baseball ground in Chicago and where is the switch for the invincibility cheat in Vegas?
Phil Crumb, Newcastle

Getting into the baseball stadium is easy – all you've got to do is drive to the ticket booth around the side, walk up to the window and press ⊗. This will open up the baseball ground as a secret area, meaning you can drive inside and rip the place up. There's a hidden fast car in this area as well! The Vegas cheat is a bit harder to find. In Take A Ride mode, take the first right turning in Vegas and continue until you pass Flamingo Road. If you're facing south, a building comes into view on your left with a sign saying 'Dollar Slots'. Pull in and then go to Wiley's Pharmaceuticals. In front of the store will be a '99 Cents' sign. Walk up and press ⊗ to unlock the cheat. Now activate this cheat from the 'Secret' menu in Options.

ICO

Dear GM,
I have heard a rumour that it is possible to obtain a mace weapon. So where can I find it?
Lewis Ratcliffe, Blackpool


Learn what secrets *Ico* has to offer.

After reaching the top of the waterfall area, you'll find a tall tree to the left of the switch you pulled. Swipe at it with your sword. A ball will fall from it. Take the ball up the stairs and drop it. You will notice three arches between the stairs to the upper level. Go to the middle arch and push on one side of it to make it revolve and reveal a secret room. Go back and take the ball (and Yorda) and enter the secret room. Hop onto the idol pedestal with Yorda and a basket will appear. Take the ball and shoot it into the basket and a mace weapon will fly through the window. You can also perform this trick by placing the ball on the square on the ground where the basket will appear BEFORE mounting the idol pedestal. The ball will fly into the air when the basket appears and then drop back down into it.

RED FACTION

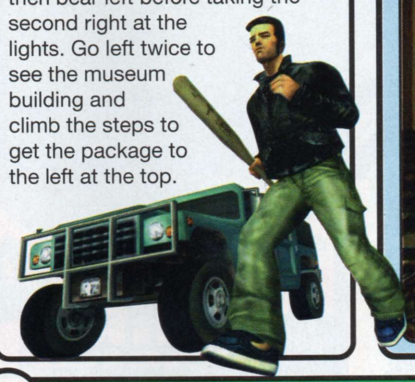
Dear GM,
I need help in Capek's Inner Sanctum, how do I kill him?
Don, Sheehan, via email

Head down the ramp (where Eos entered) to the slightly lower area below, then strafe back and forth using the shotgun to take shots at Capek's shield, which will then gradually begin to lose energy. Keep repeating this process and you'll trigger a cut-scene before having to make a mad dash out of there.

GTA3

Dear GM,
I'm trying to locate all the secret packages but am missing a few on Staunton Island. The ones I lack are Coliseum, At the end of the weird-shaped alley and the Museum. Please tell me where I can find them?
Stephen Prior, Norfolk

Okay, to get the Coliseum package follow these instructions; From your hideout, go right, right again, then straight ahead to the steps leading up to the stadium. One package is at the top of the steps and if you circle the exterior, looking behind all the Rockstar billboards, you'll find the first package you need. For the Weird Alley one, go right from your hideout to the end of the road and then take a right. Take the first left and you'll go past a distinctive-looking church on your right. Carry on along this road and take the next left. Look for a long, very thin alley on your map turn into it. Finally for the Museum package, go right from your hideout, head down to the end of the road and then bear left before taking the second right at the lights. Go left twice to see the museum building and climb the steps to get the package to the left at the top.



LUIGI'S MANSION

Dear GM,
I have been playing *Luigi's Mansion* on the Gamecube and have managed to get right at the end. However, I cannot complete it because Bowser keeps whipping my arse. Can you give me any tips on how to defeat him?
Marcus Sadler, Newport

With *Blinx* on the way, there's an apparent trend of vacuums in videogames.

Sure thing. When Bowser rolls spike balls, vacuum one up by getting close to it and then shoot it back at him as he's getting ready to use his fire or wind attack. If the spike ball connects, Bowser's head will fly off, revealing King Boo – who is controlling Bowser. Vacuum up King Boo while dodging the ice Bowser breathes at you, then when King Boo goes back into Bowser, repeat the whole process again. A while into combat, Bowser will put his head on backwards and stampede around for a while before he turns his head back the right way and proceeds with his normal attacks. The key is observing his attacks and learning where the safe points are. Once you've got these sussed and know how to harm him, you should defeat Bowser and beat the game in no time.

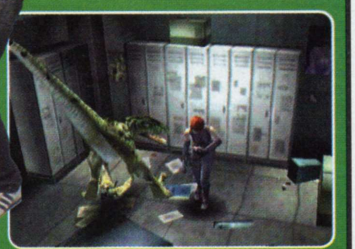
Luigi ponders cleaning the chandelier, but doesn't fancy a Del Boy style disaster.

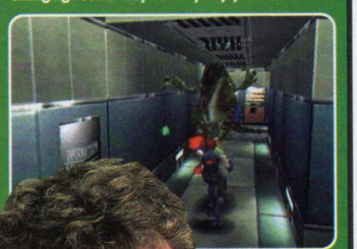
CLASSIC CZ

DINO CRISIS

Dear GM,
I recently bought a Dreamcast and a load of games from a car boot sale. Anyway, one of the games was *Dino Crisis* and I have been playing it through but have got stuck quite near the beginning. I've found two digital keycards marked 'SOL' and 'LEO', but I haven't the foggiest what I need to do with them. Can you help?

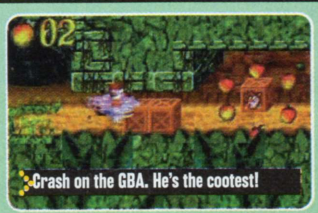
Certainly. There are clues to the purpose of these cards in the game, but they are so vague that you'll probably never notice them. The key is to look at the cards upside down and then you'll notice that these words form numerical sequences. SOL becomes 705 and LEO 037. Make a note of this and go to the Chief's Office (where you were given the SOL key by the dying scientist) and look for a framed picture on the wall with two medals on it. Insert Panel Key 1 and 2 into the slots and it will ask for a numeric code – so put in 705037 and you'll get the Key Card L from the safe and an unwelcome visit from a T-Rex!


▲ Some foolish tourist bursts in on the Dino's changing room. They're very shy y'know.


▲ Get this for the PS2 and ramp up the textures. It's nearly as good as the Resis.

CRASH BANDICOOT XS

Dear GM,
On the Temple of Boom level, I have the first crystal and I know where the second crystal is but it is just an outline. How do I get it?
Nathan Pearce, via email


Crash on the GBA. He's the cootest!

Okay, once you've got the Red Gem from level 16, the gem platform in level three will become solid. From the gap in the main path, drop down and go left across three spike pits until you come to the red gem platform – step on it. When you're on the platform going up, hop onto the bouncy block and wait for the platform going right to arrive. Take it right, killing the two storks and the guy at the end then pick up the second clear gem and ride the moving platform back to the bouncy block. Go up and through the rest of the area as normal until you reach the exit pad which takes you back into the main level, then finish that to keep the gem.

This is the world's most famous Bandicoot at his nimblest, so find out what his new tricks can deliver.

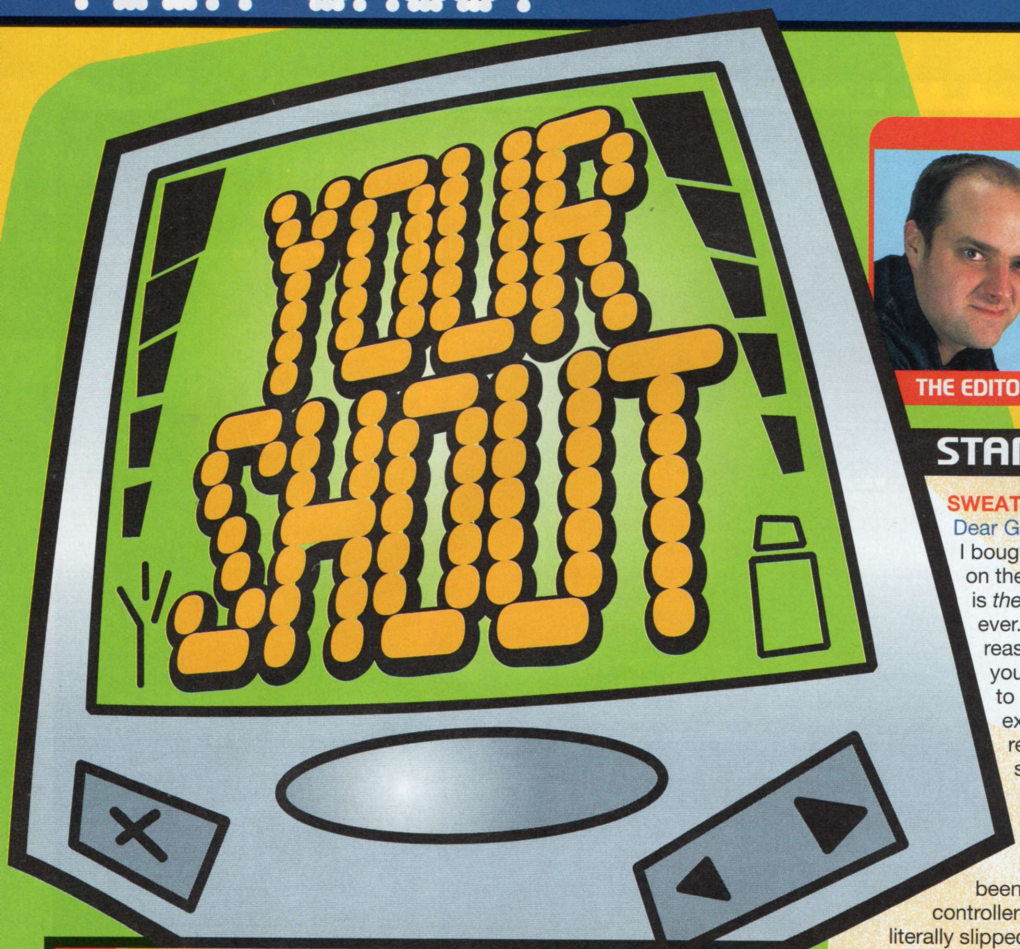
JAK AND DAXTER

Dear GM,
I have nearly completed *Jak and Daxter* with 100% but I am missing just a few Precursor Orbs on the Forbidden Jungle level (145/150). I've looked all over but I just can't find them!
Darren Lawson, Leeds

A fiendish one. You must return to the rotting remains of that big Dark Eco plant you defeated in the temple and then jump on his head five times. This will release the five missing orbs that the pesky blighter scoffed earlier.

Who needs *Daxter* when GM can help?!

YOUR SHOUT



» A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 71.

Want to yell at us because you disagree with something you've read in the magazine? Or got a good idea you want to share with your fellow gamers? Well this is where you can do it. Simply e-mail your comments to: gamesmaster@ futurenet.co.uk, or stuff them in an envelope, fill out the coupon (or copy it out) on page 69 and send them to: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. We might not be able to reply personally, but we do read absolutely everything you send us – even all your requests begging for free games!

THE EDITOR • Robin Alway

STAR LETTER

SWEATY LITTLE MITTS!

Dear GamesMaster,

I bought a GameCube on the launch day and it is *the* best console ever. Anyway, the main reason I am writing to you (apart from trying to bag a prize) is to explain the main reasons Ninty should be congratulated... Their 'Anti-Sweat' pads. Many a time I've been handed a controller that has literally slipped out of my hands. This is more common with beat-'em-ups and other pressurising games. PS2 controllers may have been voted the most comfortable around but after a match on *FIFA* they might as well have been coated with butter.

I cannot comment on the Xbox controller because as it is so *huge* I can't keep my sweaty paws on them for more than two minutes.

Nintendo though have really made it easy for games with overactive 'self-cooling' systems. So now I'm happy to report that after a few rounds on *Smash Bros* there is 75% more grip than ever before.

Nice one Nintendo!

Lee, Bishop Auckland

Lee, have a star letter, not so much for your highly scientific research as for raising the oft-neglected subject of sweaty palms in the first place. Fellow gamers, it's time we addressed this age old problem once and for all. So, which game produces the most sweat? Send examples (but no actual samples, please) to GM!

STAR LETTER

If you're the Star Letter writer, you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

RABID GRANNIES!

Dear GamesMaster,

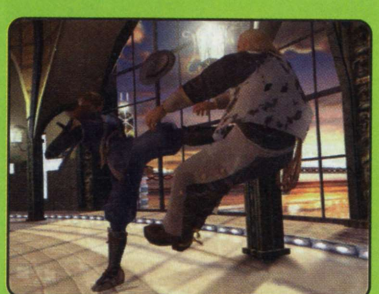
I am just writing to say how good the older generation are getting at videogames This may be hard to believe, but my 69 year old Nan loves to play my PS2 and Xbox when I am at school.

One day when I came back from school my Nan was playing *DOA 3*, and she challenged me to a singles battle. I accepted and much to my great embarrassment she beat me in the last stages of the fight.

I couldn't believe it! There she was jumping up and down like she was 16 years old. Seeing as I didn't want this to happen again I gave my Nan my old PlaySation to keep her quiet and away from my precious consoles. Perhaps I can get a little more practice until we meet again.

Lee Meadway, e-mail

Lee. Despite the preponderence of old gimmers in beat-'em-ups (Heihachi etc) there's absolutely no excuse for this shocking display. We hereby officially suspend you as a reader until you can beat your Nan at a game. Our tip: try* MOH: Allied Assault *multiplayer. Nana Meadway will be too busy reminicising about powdered egg and "not seeing bananas until 1956", to frag your arse.



▲ Lee Medway's Nan (not pictured) can beat him at *DOA3*. Have some self respect, man!

NIGHTMARE SCENARIO

Dear GamesMaster,

Something terrible has happened! Last night I had this dream...no nightmare. I was in this world where there was no GamesMaster, no video games, no game consoles.

All everybody did was sit in the dark and do nothing - absolutely nothing! Everybody was depressed and nobody had any fun. After what seemed like an eternity, I finally woke in a cold sweat.

I think it just proves what games mean to us. They provide the whole world with entertainment and bring people together. They provide a way of letting out stress and anger to make the world a better place.

Emily Lowman, Lincoln

Not only that but we'd surely have far less decent swear words if they fell off the planet. Truly, the world would be rubbish without 'em...

SHOW US YOUR BRITNEY'S

Dear GamesMaster,

In issue 120 Charlotte Moss objected to the upcoming release of *Britney's Dance Beat*. Although by writing this I leave myself open to all kinds of criticism over what kind of guy I am, I am looking forward to getting my hands on this game!

Although I enjoy listening to *Slipknot*, *Linkin Park* etc I also love Britney's music. Can't people like Charlotte see that by looking at *Bust-A-Groove* (which I own) that this game is gonna be wicked! And with the added incentive to buy being the inclusion of Britney's music, videos and special 'behind the scenes' footage, is there any real reason not to be looking forward to the release of this game? I'm definitely buying it as soon as I can.

Mike Ahrens, Kent

Wanting to get your hands on Britney might not be as unusual as you'd imagine, Mike. Here on GM, we're only too happy to make fools of ourselves on the virtual dancefloor. When will someone do a Dad at Wedding bonus level?

COMP-ENSATION!

Dear GamesMaster,

I'm writing to you to complain about your competitions. Over the last couple of years I have spent my pocket money on envelopes and stamps so I can enter your competitions but never seem to win anything - even though I know I've got a lot of questions right.

Don't get me wrong, I love your magazine. It's just that you'd think a boy would win something after trying

and trying for years.

Scott Kier, Dunfermline

You know where you're going wrong, Scott - God doesn't like you and is making sure you don't get picked out of the average 5,000 entries we get for each compo. Look on the bright side, you could have used your luck up winning what was officially GM's worst ever prize - a copy of Dark Basic in issue GM107.

I CAN DO THAT - GISSA JOB!

Dear GamesMaster,

I'm writing not to complain, but to simply draw to your attention to something.

There was one occasion where some old hag - not naming anyone (Tom East) - was giving tips on *Tony 3*. Having owned and completed this game I instinctively knew that there was a more obvious answer and that his half a brain cell was not complying!

And before you say it, I *could* have done better. I would take his job this second, except I'm only 14 and I'm sure that's against the law.

Kevin McLennan, Edinburgh

Ha! We laugh at your laws! If you want to come in and 'be' East for a while, you're welcome. Keep your desk tidy and don't mention Norwich City and the job's yours!

ATTACK OF THE CLONES

To GamesMaster,

The reason I've wriiten this letter is because of the number of clones and sequels that are in the shops. Just ask yourself how many *ISS* games there have been and how many versions of *Resi* there are.

I'm not saying they are bad games but after the fifth sequel they get a bit boring - I mean, how many first person shooters have there been? You have to dig through thousands of rubbish or average games in a shop before you get a good one.

Freddie Barr-Smith, Kent

Sequels are fine as long as they're good sequels. Imagine how gutted the world would be if DMA had stopped making GTA after number two?

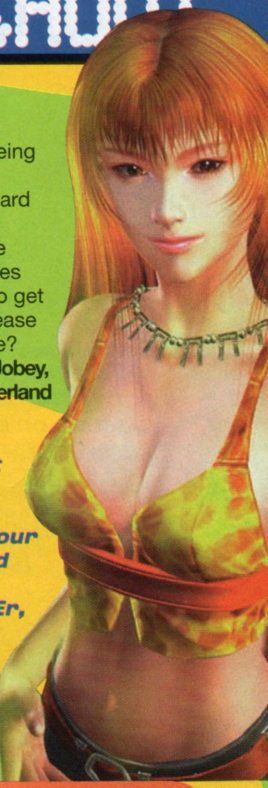
MY OLD MAN'S A MARTIAN

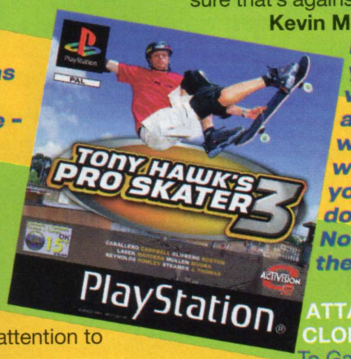
Dear GamesMaster

I m pleading for your help! My husband is totally addicted to *Shenmue*. He has just completed *Shenmue 2* and can't wait for the next installment of the game. So I was wondering have you got any idea if *Shenmue 3* is being released? My husband has heard that Sega is not making anymore Dreamcast games and is starting to get a bit shakey. Please can you help me?

Beverley Jobey, Sunderland

It's going to happen but Sega haven't decided on a format. Also we reckon your hubby should ask his own questions. (Er, unless he's really tough, in which case he can do anything he wants...)





Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p71!

Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and send your entry in with the coupon on page 69 to the usual address!

Heya! I'm looking for a funny, outgoing penpal aged 12-14. If you're a mosher, goth etc please stop reading the rest of this message. You should like animé and manga. It'd be nice if you had a PS2, but if you don't it's OK. You should like adventure games and you can be male/female. Reply guaranteed, sayonara!
disco_angel2k@hotmail.com

Hi! I'm Zoe. Looking for a male/female penpal aged 10-11. Must like (or at least not hate) *Final Fantasy 7* to *9*, *Pokémon* and *Digimon*. I'm 10 and love RPGs. I also like cartoons, reading and *Friends*. If possible, please send a photo. 100% reply guaranteed. Please, please, please be my penpal as I've never had one before!
Zoe McCourt, 67 Cromwell Road, Banbury, Oxon, OX16 0HE.

Hi. I'm Ryan Nolan and I'm 10.. I'm looking for a male or female penpal aged 8 to 12. I like *Static-X* and *Slipknot* and all stuff like that. When I'm not playing games I play squash and go skateboarding.
Ryan Nolan, 102 Oakwood Avenue, Flanshaw Park, Wakefield.

I'm looking for a male/female penpal who loves watching *Friends*. Must be 14-17 (I'm 15). In own a Playstation 2 and am planning on buying a GameCube. Hope to hear from you soon!
Sarah Evans, 7 Chirton Place, Trowbridge, Wiltshire, BA14 0XT.

Male or female penpal wanted. Must like animé, *Pokémon*, RPGs and adventure games. Ages are from 12-15. Must also love drawing. Send photo if possible. Can even love action games.
Armel Novillos, House 1211, Road 5637, Block 356, Manama, Bahrain.

Male penpal wanted between the ages of 8-13. Must like *Yu-Gi-Oh*, *DragonBall Z*, *Beyblade*, *Pokémon*, *Medbots* and must enjoy skating. The games I like are the above, plus the *Metal Gear Solid* series, *The Bouncer*, *Zone of Enders* and games like that (RPG). You must have at least PlayStation 2 and Gameboy Advance and lovvve *The Sims*. Ohhhhhhh and...*Linkin Park*, *Sum 41* and *Blink 182* rule! My name is Richie and I am 12 years old.
Email: ritchie.wise@talk21.com

Hi, the name's Marcus. I'm looking for a male/female penpal aged 11-13. Il'm male, 12. Must love DC, N64, PS2, GC and Xbox, should like *007*, drawing (even if you're crap) and music like *D12*, *Slipknot* and anything else except '*Steps*'. NO! Must hate footbal, or just never talk about it. I have DC, N64 and should be getting GC. 100% reply needed and a pic if you can.
Marcus Jolmes, 486 Portway Road, Moss Nook, Wythenshawe, Manc'ster, M22 0ER.

Male or female penpal wanted. No moshers, goths etc. I love football and sport, and I like trance music, *The Simpsons*, *South Park*, *Futurama* and *Family Guy*. You must have PS2 or an Xbox or a Gamecube. I am 12 years old and my name is Joel Brown. 101% reply guaranteed!
roger.brown@ntlworld.co.uk

Hello I'm Gary and I'm an expert on *Final Fantasy* games. Anyone who needs help, or just wants to write to me, DO IT NOW! You must have a sense of humour. I really like *Final Fantasy* and *GTA3*. Write in now!
Gary Henderson, 2 Ryton Dale, Greengates, Bradford, W.Yorks, BD10 0DL.

Games For Sale

I will sell *Pokémon Yellow* for GB for £15 and *Pokémon Silver* for £20. Both in great condition.
Contact me at: sauron_lordofmordor@yahoo.co.uk

***Pokémon Yellow* - £4, no box. *Body Harvest* - £4. *Link Cable* (red) - £3. *Zelda Links Awakening* - £4. *Zelda Ages* - £5 and *Seasons* - £5. All boxed, no instructions. GBA good condition - £50 and I'll also throw in a tips & cheats book. GBC Pikacu carry case - £1.**
Call Robbie on 0118 967 0676

Playstation One games for sale.
***Duke Nukem 3D* - £5. *Toca 2 Touring Cars* - £5. *Tomb Raider 2: Adventures of Lara Croft* - £5. *Tomb Raider: The Last Revelation* - £10. *WWF Attitude* - £10. *WWF SmackDown!* plus strategy guide - £14. *Spyro The Dragon 1* - £10. Game Boy Advance games for sale: *WWF Road To Wrestlemania* - £15. *Tony Hawk's Pro Skater 2* - £15.**
Contact via email: c.adams@interoll.com

Games/Consoles Wanted

I have a Sega Megadrive and I have been looking for *Sonic* 3 for years. I don't suppose anyone has a spare copy they can send me?
Please send to 22 Alnwick Road, Lee, London, SE12 9BD

Wanted! *Legend Of Zelda* games for Game Boy Color and Nintendo 64. *Majora's Mask* wanted mostly. Discuss prices when you call.
Call Spencer on 0208 644 4016

Urgently need *The Sims* for PC! Willing to swap *Command and Conquer Red Alert 2*, *Serious Sam*, *Worms United* and *Red Alert 2: Yuri's Revenge* all for *The Sims* and at least one of the add ons (*Hot Date*, *Livin' It Large* or *House Party*). Or if you have all the add ons and the actual games I'm also willing to throw in *Pokémon Crystal* (GBC), *JoJo's Bizarre Adventure* (DC) and *Marvel Vs Capcom 2* (DC), all boxed with manuals - except MVsC2 (DC).
Call James on 07905 368 212 (If it goes to my voicemail please leave your name and number)

I would like *Majora's Mask* and am willing to swap any of these games or a combination of two for it. Here's the games I will swap. *Mario 64*, *Automobili Lambourghini*, *GoldenEye*, *Iggy's Reckin' Balls* or *South Park: Chef's Luv Shack*, plus a controller or rumble pak. Some games boxed with instructions.
Call 01630 412 982 (I live in a pub so ask for Ian) or email me at pyromaniac206@hotmail.com

Games To Swap

Games for swap or sale. *GoldenEye* - £10. *Gex 3* - £15. *Pokémon Snap* - £10. Or £30 the lot (ono). Or will swap any of the above games for *WWF Road To Wrestlemania* (GBA), *WWF No Mercy* (N64) or *Super Smash Bros* (N64). Also for sale Game Boy Color. Includes: *Pokémon Yellow*, *Tom & Jerry*, carry case, light magnifier, cheat cartridge and link cable - £60 (ono)
Call after 4pm. 0114 257 1529 - ask for Paul.

Will anyone swap my Dreamcast with 11 games, two pads, a keyboard, a gun and all the internet stuff for their PSone (the new small version) with at least a couple of games and 2 pads. You will have to be able to pick it up from me at my place.
Call Jamie on 01270 257 122

I am really gagging for *18 Wheeler: American Pro Trucker* for PS2. I am willing to swap *Max Payne*, *Quake 3 Revolution*, or *SSX*. I really want *18 Wheeler*, it's so rad! Get back to me on: 01983 290 452, or my mobile 07984 554 040. My name is Dan - call me please.

I will swap *Resident Evil 2* and Tekken 4 for *Dragonball Z Final Bout* or *Simpsons Wrestling*.
Send game to 2 Gardners Close, Warnham, RH12 3RJ and I will send my games to you.

Consoles For Sale

Dreamcast with 9 games and two joypads For sale £165.
Call me on 01702 219 710 after 4pm. Ask for Mark.

Xbox for sale. Includes console, 2 controllers, *Tony Hawk's 3*, DVD remote and one demo disc. Used once, boxed and all manuals. Price - £310, but will haggle. Get it before someone else does! Sheffield region.
Call 0114 288 7548 on any day 4pm-10pm, text or call 0776 227 6965 a5 3.30pm - 9pm on any day.

PlayStation 2 One controller, memory card, *Metal Gear Solid 2*, *Silent Hill 2*, and *Gran Turismo 3*, all boxed with instructions £200. Sega Dreamcast, one controller, two memory cards, RGB scart cable, keyboard, mouse, *Shenmue*, *Shenmue 2*, *Quake 3 Arena*, *Phantasy Star Online* - £80. Must be willing to collect.
simon@howarth9749.freeserve.co.uk

PSone for sale with two pads (one analogue) and two games. *Rayman*, *Crash 1* for £55. Also Dreamcast for sale with one gun, keyboard, two VMUs and eight games for £90. Or the lot for £140
Call Conner on 07947 708 428

Dreamcast for sale with ten games (including *Unreal Tournament*, *Sonic 2*, *Confidential Mission*, *MSR*), two pads, light gun, keyboard, One VMU memory and one normal memory card, Dreamkey 1.5 and 3.0, a demo and a few magazines. All for £180.
Call Danny on 01422. West Yorkshire area.

PlayStation One for sale with 30 games, one controller, all the leads thrown in as well. Games include *Driver 1* and *2*, *SmackDown! 1* and *2*, *This Is Football 1* and *2*, *Tomb Raider 4*, *GTA1*, *Spyro 2*, *Simpsons Wrestling*, *ISS Pro* and many more. I will also throw in a CD holder. Games at £10 each and console for £60. The whole lot for £250 (ono).
Call Steven on 07984 074 555 (Not weekends or before 4pm. Essex area).

PlayStation for sale comes with one controller, a memory card, two demo Xploder cheat discs, 10 PS games, including *SmackDown! 2*, *Ready To Rumble Boxing* and *Driver*. Also the PC version of *Max Payne*. Some game case slightly cracked. All this for only £115.
Phone me on 07929 476 389

I am selling a PlayStation with two analogue dual shock controllers, two memory cards (blank) and 21 games which include: *James Bond: The World Is Not Enough*, *Harry Potter and the Philosopher's Stone*, *007 Racing*, *SmackDown! 2*, *Simpsons Wrestling*, *FIFA 2000* and *Ape Escape*. Plus a fast acting cheat book for the Playstation 1 and 2. All games, console, controllers and memory cards have been used. I am looking for a price around £200.
Any offers? Call 01707 372 946 and ask for Harry

PlayStation and games for sale. PlayStation - £60, Official PS MB cards- £5, Official G-Con45 - £10, two controllers come with console. *Tekken 2* - £3, *Tekken 3* - £7, *CTR* - £8, *WWF SmackDown! 2* - £10, *Time Crisis* - £9, *Mortal Kombat Trilogy* - £6, *FIFA '99* - £8, *Resident Evil Survivor* - £6, *Grand Theft Auto: London* - £10, *International Superstar Soccer Pro* - £6, *FIFA '97* - £3, *Champions League Season 1998/99* - £4, *World League Soccer 1998* - £5, Game Boy and link cable £25. Sell all for £180.
Call Charlie Bass 07811 747 822 Prices negotiable.

Am selling a mint condition Game Boy Color and game for £25. A GBP in a case with three games for £20.
Please mail me on prettyfly102@hotmail.com if you are interested in any of these.

ART HOUSE

Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 71!

Nicola Henderson from Berkshire penned this *Grandia 2* piccie. The *Grandia* fellas have never looked so good.

We sense another great Spidey picture. This time from the crayon of Luke Eagen from Manchester. Good work.

Where are the world famous dungarees? Mario has been smartened up by the pencil of Jack Rimmington from Bradford.

Have his head off! Yoda does some much needed damage to Jar Jar's voice box in Niall Mahers picture. Great plan Niall

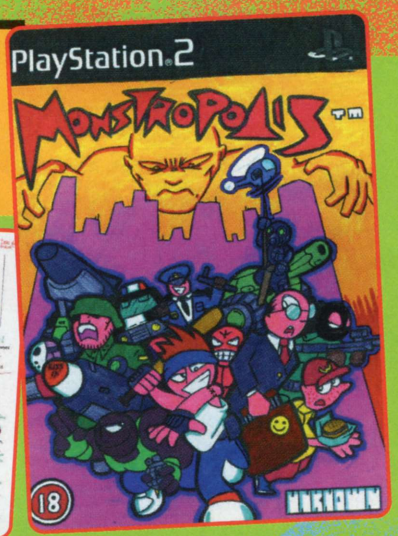
Main *Dragonball* dude, Goku has been given the paintbrush treatment by Jonathan Jarrett from Neath.

Mario's got new shoes and they say GamesMaster rules. For that alone, Phillip Ellis from Hampshire deserves his place in Art House.

Very professional pencilling. Run out of felt tips did you? Only joking. This cracking picture of *Shemue's* Shenua Ling is from Claire McNoughton from Glasgow

GAME DESIGNERS' WORKSHOP

Got a great idea for a game? Each month GamesMaster gives a a free game to the best effort. Think you can do better? Send in your design now!



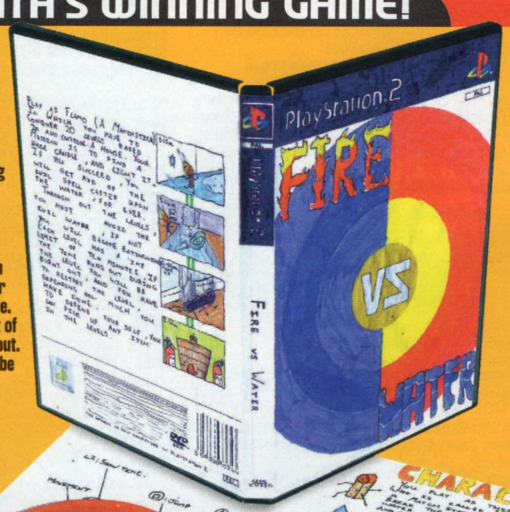
Will you cause chaos, defend justice or take over the city? You can do the lot in Dan Malin's *Monstropolis: The Doomed City of Chaos.* It's a super violent four player shooter with *Halo* style driving sections, *Quake 3's* super arsenal of weapons and Timesplitter-style locations. In fact Dan's called it a 4 player *GTA3.* Spounds like a winner.

How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on 69. If you win, you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

Fire Vs Water, eh? Our money's on water. Especially when's it's just got to put out the flame on a little matchtick. Simon Burrell's original adventure has you playing as Flamo the matchstick who has to avoid evil water (since when was water evil? Unless you're talking about swimming in The North Sea. That water is nasty) and light a candle. Each level has a time limit of 10 minutes or you'll burnout. Perhaps the game should be called *Burnout.* Ah...



OUT NOW!

Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

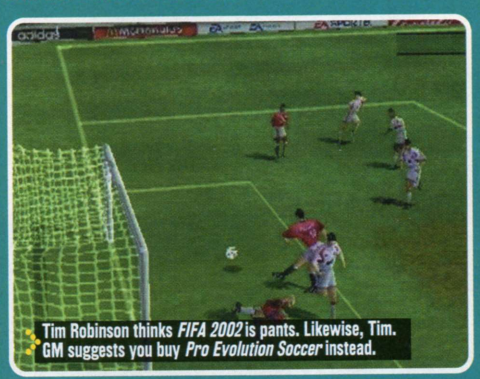
FIFA Football 2002

PRICE: £25 PUBLISHER: EA SPORTS

REVIEWER

Tim Robinson

Except for Cricket and American Football this is the only other sport game from EA Sports to reach the 2002 stage on the PS console. This is for any footy fans who want to cram in as many football games as they can before they are phased out from the PS format completely. If you aren't one I advise you to try and play it before purchase. Once in a match the graphics may need a bit of improving but they do run smoothly. The stadiums look impressive and you'll develop a 'one more match' attitude – especially in one of the 14 leagues available. However, if you look at the game in depth you will be quite disappointed. EA have brought in the idea of World Cup Qualification Mode where you qualify for something on a different game and console which is frustrating. Also, the new 'reward system' tries to keep you glued to the screen, but when you see some of the rewards you wonder if you should still bother playing. Only a game for those who play just for the matches, not the extras. Otherwise stick with *FIFA 2001*.



Tim Robinson thinks *FIFA 2002* is pants. Likewise, Tim. GM suggests you buy *Pro Evolution Soccer* instead.

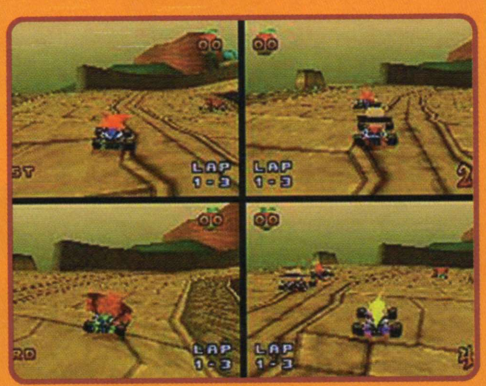
Crash Team Racing

PRICE: £20 PUBLISHER: SONY

REVIEWER

Shaun Kitchener

Let's face it, not many kart games are exactly masterpieces. *Nicktoon's Racing*, *Toy Story Racer*, *South Park Karts* are all pretty games but they don't provide much real gameplay. So you can imagine the look on gamers' faces across the land when this game came out. 'Groan, another popular character thrown into a kart racer". However, alongside *GBA's Mario Kart Super Circuit*, *Crash Team Racing* is one of the best karting games ever. There are many modes of play including Arcade, Vs, Adventure, Battle and Time Trial, and every one has hidden charms and secrets. Getting the best out of it involves three of your mates and a multi-tap, and you'll be addicted for hours on adventure mode – whether it's defeating fatty Papu Papu, getting the 'C' on Hot Air Skyway's *CTR* Challenge, or getting every purple token...it's gold, all gold. A rating? 94%



It's not as good as *Mario Kart*, but *Crash Team Racing* is the best kart game on PSone. And it's the last decent PS *Crash* game too.

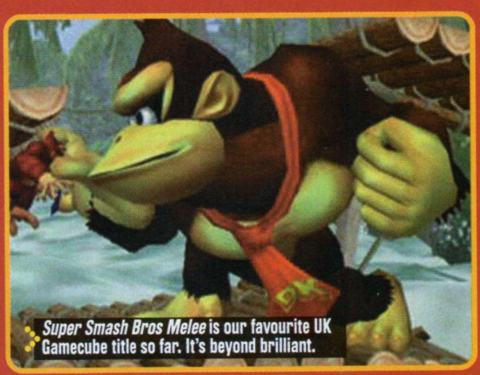
Super Smash Bros Melee

PRICE: £40 PUBLISHER: NINTENDO

REVIEWER

Thomas Price

If you are a Gamecube owner, like beat-'em-ups and like the idea of Nintendo characters slugging it out to be the ultimate champion then you are going to love this! And if the entrance movie doesn't leave your jaw dropped, believe me the rest of the game will! Better and smoother graphics, well-known music and sounds, more moves to master and with over fourteen of your favourite Nintendo characters including the sword swapping Link, the skull bashing Bowser and of course everybody's favourite red capped chap Mario – what more could you ask for?! There are lots of arenas to battle in. Some you'll find familiar, some not so much. Plus there are lots of modes to get your hands on, including Classic Mode (where you defeat each foe), Adventure Mode (where you battle through stages), Event Match (where there are lots of challenges to complete). And if that isn't enough there is a lot to unlock, including arenas and characters! This is a must buy for any GameCube owner.



Super Smash Bros Melee is our favourite UK Gamecube title so far. It's beyond brilliant.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark your letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Stick a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

Who's the king of the wrestlers – Triple H or The Rock? Who would win the battle of the farm yard bird life? And who's likely to come out on top in the ultimate rap versus metal showdown?

TRIPLE H OR THE ROCK? _____

GEESE OR CHICKENS? _____

EMINEM OR SLIPKNOT? _____

Check back next month for the results!

Result!

In GM123, we asked you: Beachball oe Frisbee – which is best? Which one are you most excited about – Monkeys or Dinosaurs? Who's going to win the the league next season?

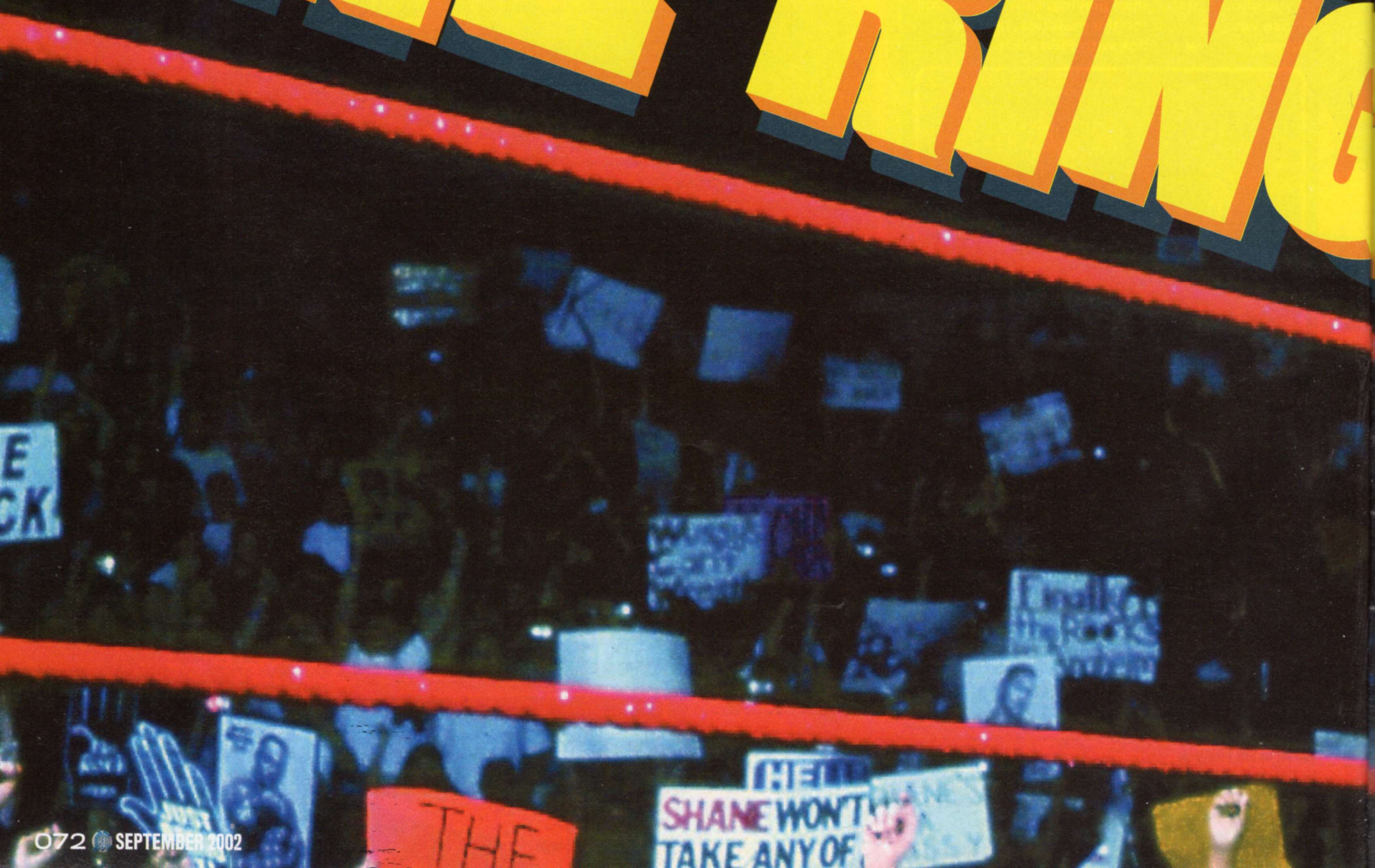
BEACHBALL OR FRISBEE: ...Frisbees

MONKEYS OR DINOSAURS: ...Monkeys

PREMIERSHIP WINNERS: ...Liverpool

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

KING O
THE RING

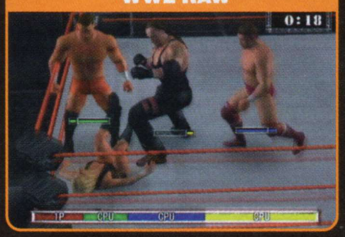


It's the ultimate Three-Way Dance: **SmackDown!** vs **Raw** vs **WrestleMania** in a battle of the consoles. See how they measure up in our Triple Threat special!

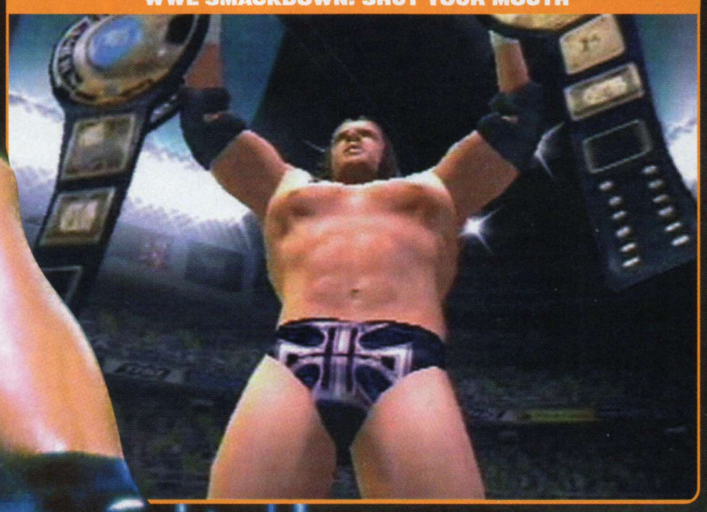
It's the brawl to end it all, PS2 vs GameCube vs Xbox! GM's wrestling godhead Oliver Hurley playtests them till his thumbs bleed in a violent bid to discover which game can truly claim to be King of the Ring...

WWE WRESTLEMANIA X8

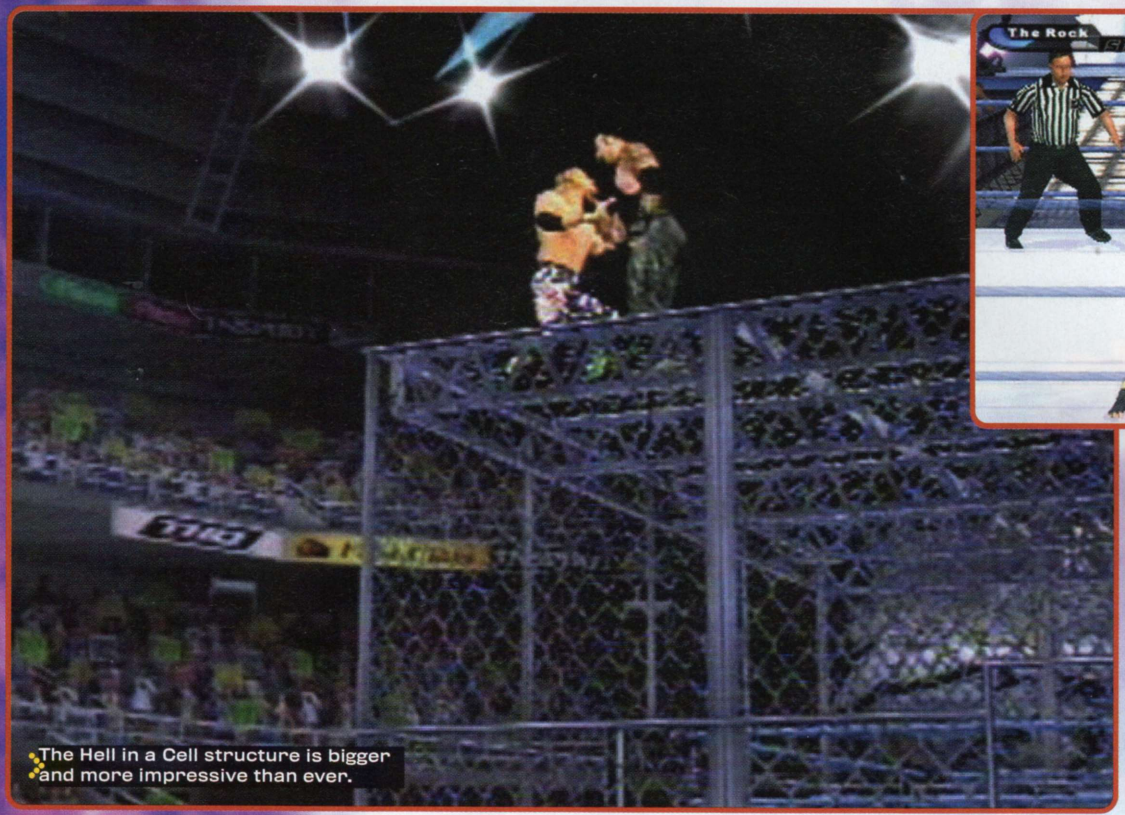
WWE RAW



WWE SMACKDOWN! SHUT YOUR MOUTH



OUT: NOV | **FORMAT:** PS2 | **PRICE:** £45 | **DEVELOPER:** YUKE'S | **PUBLISHER:** THQ | **SPECIAL FEATURES:** MULTITAP | **OTHER FORMATS:** NONE | **CALL:** 01483 767 656 | **PLAYERS:** 1-6



The Hell in a Cell structure is bigger and more impressive than ever.

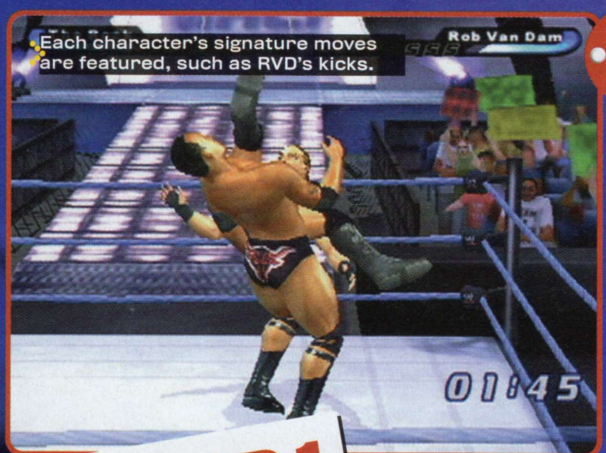
▲ The pace of the gameplay now allows for slightly more tactical matches. Or you could just rip their legs off.

▲ The impressive roster list includes a whole slew of the WWE's lovely laydees. Here we see Lita doing her stuff.

WWE SmackDown! Shut Your Mouth

OTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE ♦ NEW SHOTS! ♦

It's time for *SmackDown!*'s annual appearance – but is it a genuine wrestling boot-clad step forward?



Each character's signature moves are featured, such as RVD's kicks.

Having, er, layeth the smacketh down on three previous occasion, the daddy of all wrestling games returns. Got a problem with that? Then shut your mouth. We're not entirely sure why it's gone all east end on us but it matters not. *SmackDown!*'s back - and it's back with a vengeance.

While its predecessor, *Just Bring It*, scored a highly respectable 85% in this very mag, it wasn't the leap forward we'd quite hoped for. And although *Shut Your Mouth* is hardly a radical departure from previous outings, you really feel it makes more of PS2's capabilities, resulting in a much more solid game.

CLUSTERMUNCH

For starters, many of the annoying niggles in *SmackDown! 3* have been sorted. The 2D crowd, for instance, has been addressed, meaning that the ringside faithful no longer look like extras from *Parappa the Rapper*. There's a relief.

Now then, before you fall off your chair in disbelief (apologies to readers who weren't sitting on a chair to begin with), this actually makes the game a lot better. The emphasis is taken away from this being a sheer button-basher and you instead feel far more in control of your character. In short, it makes it feel more like a proper fighting game and less like the random limbs-akimbo clustermunches of yore. Which can only be a good thing.

Softography

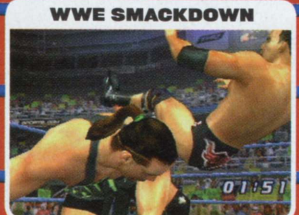
These guys have also mad

WWF SD! Just Bring It	85%
WWF SmackDown! 2	93%
WWF SmackDown!	92%
WWF Royal Rumble	63%
Touken Retsuden 3	81%
Powermove Pro Wrestling	35%

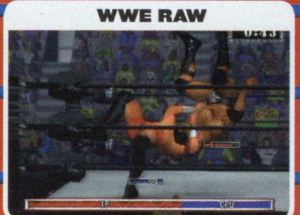
ROUND 1 GRAPHICS

Despite the noticeable improvements between *SmackDown! 3* and *4* on PS2, *WrestleMania X8* on Gamecube clearly has the edge here. The characters are chunky and realistic-looking and the overall presentation is stunning. *Raw*, in comparison, looks strangely washed-out and drab. Just goes to show that, despite its diminuitive stature, it's amazing what Ninty's little Cube of delights is capable of.

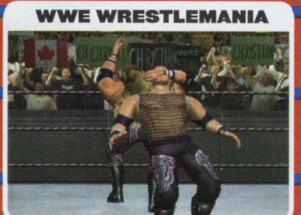
WWE SMACKDOWN



WWE RAW

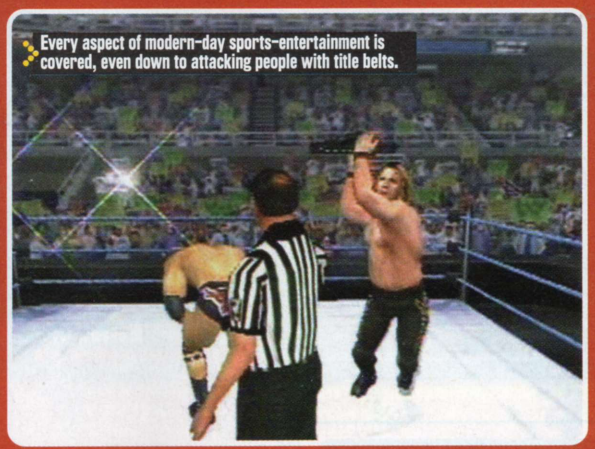


WWE WRESTLEMANIA

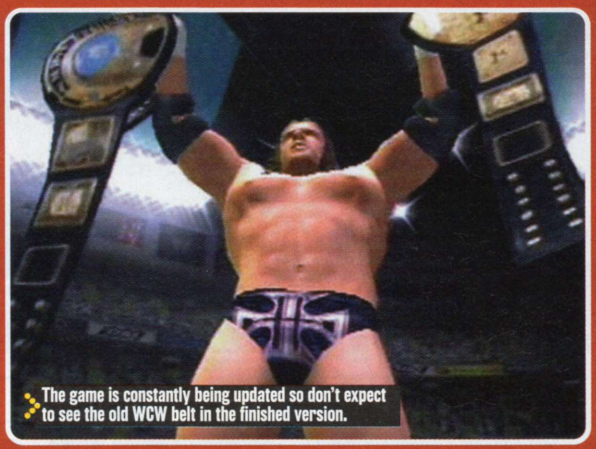


Depeche Modes

While there are no new modes, all the existing ones from *SmackDown! 3* have been tweaked and improved. The gameplay feels a lot more solid, the Career mode has added depth while the Create option is more flexible than ever. It might not be a huge leap forward but there's no doubting that *Shut Your Mouth* does what it does very well indeed.



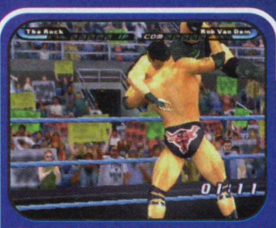
Every aspect of modern-day sports-entertainment is covered, even down to attacking people with title belts.



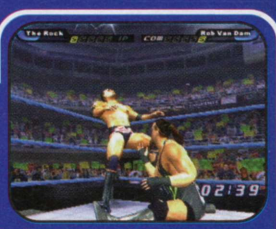
The game is constantly being updated so don't expect to see the old WCW belt in the finished version.

In The Crowd

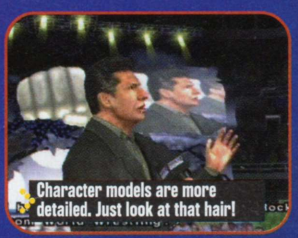
Shut Your Mouth has really turned the graphics up a notch compared to the last game in the *SD!* series. Gone at last are the awful 2D crowd cut-outs, replaced instead by fully-rounded 3D models.



The audience looks loads better than it did in the last *SmackDown!* outing.



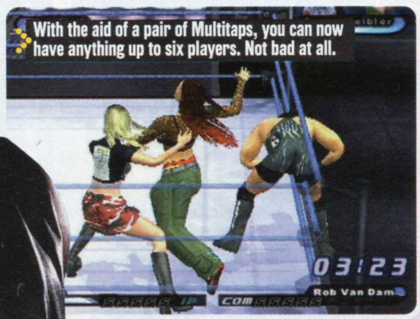
See if you can spot the sign that says, 'The person behind me can't see.'



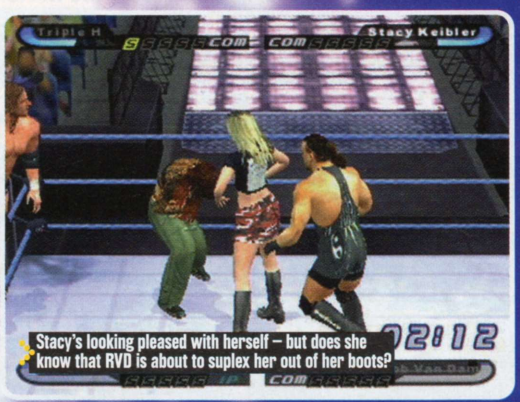
Character models are more detailed. Just look at that hair!

Two's Company...Six Is A Crowd

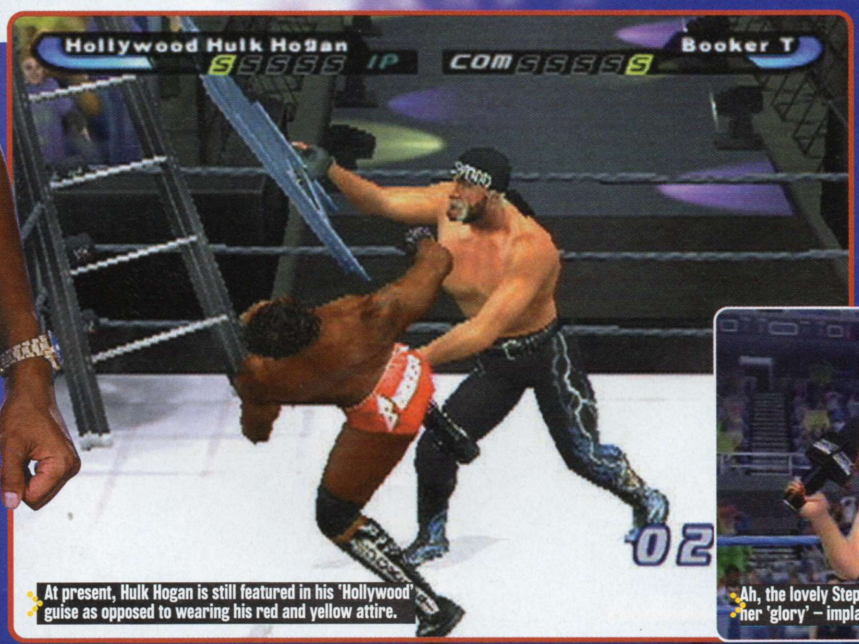
Whether it's Survivor Series-style six-man elimination matches, or battle royals, you and five mates can now all get involved simultaneously. Fantastic!



With the aid of a pair of Multitaps, you can now have anything up to six players. Not bad at all.

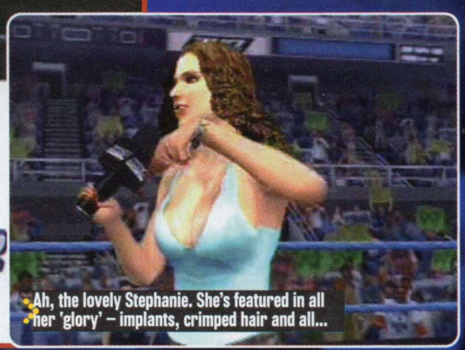


Stacy's looking pleased with herself – but does she know that RVD is about to suplex her out of her boots?



At present, Hulk Hogan is still featured in his 'Hollywood' guise as opposed to wearing his red and yellow attire.

"...the **emphasis** is taken away from this being a sheer **button basher** and you instead feel far more **in control**..."

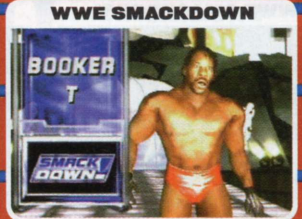


Ah, the lovely Stephanie. She's featured in all her 'glory' – implants, crimped hair and all...

ROUND 2 ROSTERS

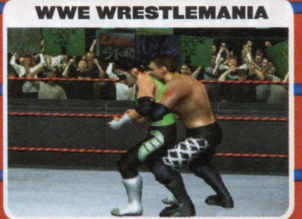
There's no shortage of violent head-cases in any of the three games. Each are able to boast of a roster that's over 40-strong. However, *SmackDown!* is the clear winner by simple virtue of being the most up-to-date. With the NTSC version of *WrestleMania X8* first released in June, and *Raw* initially released all the way back in February, neither game can expect to be able to compete with the leading-edge *SmackDown!*

WWE SMACKDOWN



WWE RAW

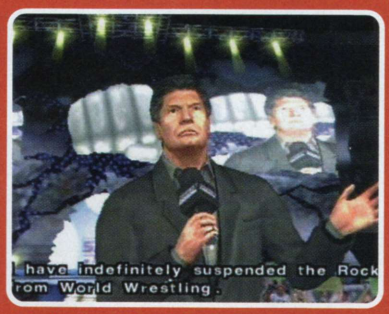
WWE WRESTLEMANIA



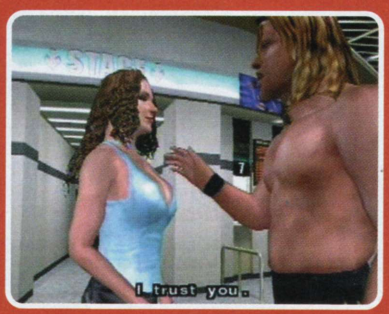
Backstage Access

The multitude of backstage areas are now all based around real-life New York arena Madison Square Garden – site of the very first WrestleMania and spiritual home of the WWF/WWE. Everything from corridors to lounges are in there.

▲ The *SmackDown!* series innovated by placing the focus as much on what happens outside the ring as in it.



▲ You're given choices during the Season mode, with your decisions affecting your path to the top...



▲ Forming alliances can be crucial in ensuring that your matches aren't plagued by annoying run-ins.

Season Ticket

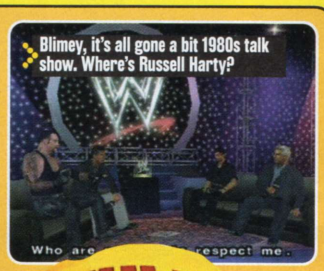
The key to *SmackDown! Shut Your Mouth* is the incredibly in-depth Season mode. Compared to *Just Bring It*, the Season mode this time is focused much more on revolving the story around your character, with more wrestler-specific situations and cut-scenes, compared to the generic storylines of last year's game.

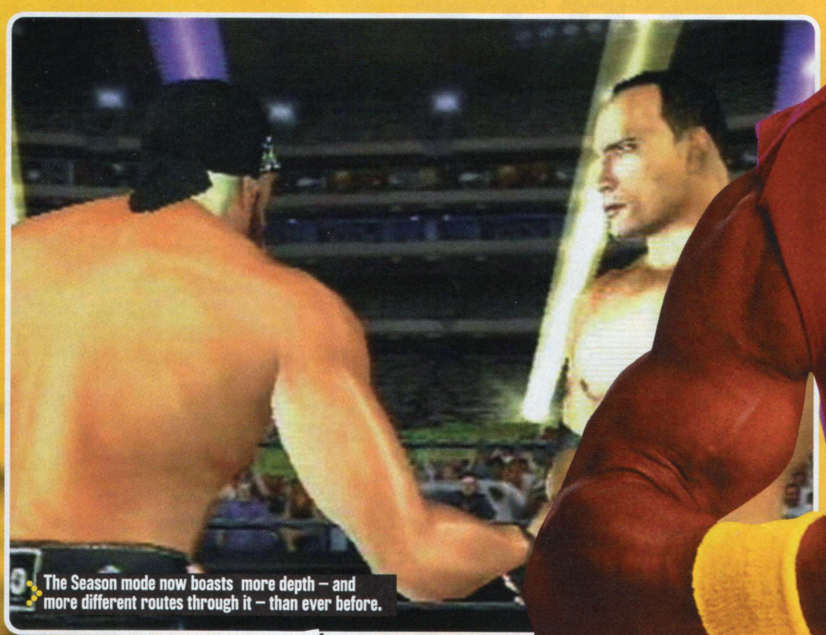
Each character also has a different starting point, based on their position in the rankings. So, for instance, Raven starts in the Hardcore division while The Rock starts in the World title division but has to work hard to maintain a winning streak and not drop down the rankings. If you play with a character you've created yourself, you begin at the very bottom of the ladder and may not even win the title in a whole season. Should this happen, you can then continue on to a second 'season'.

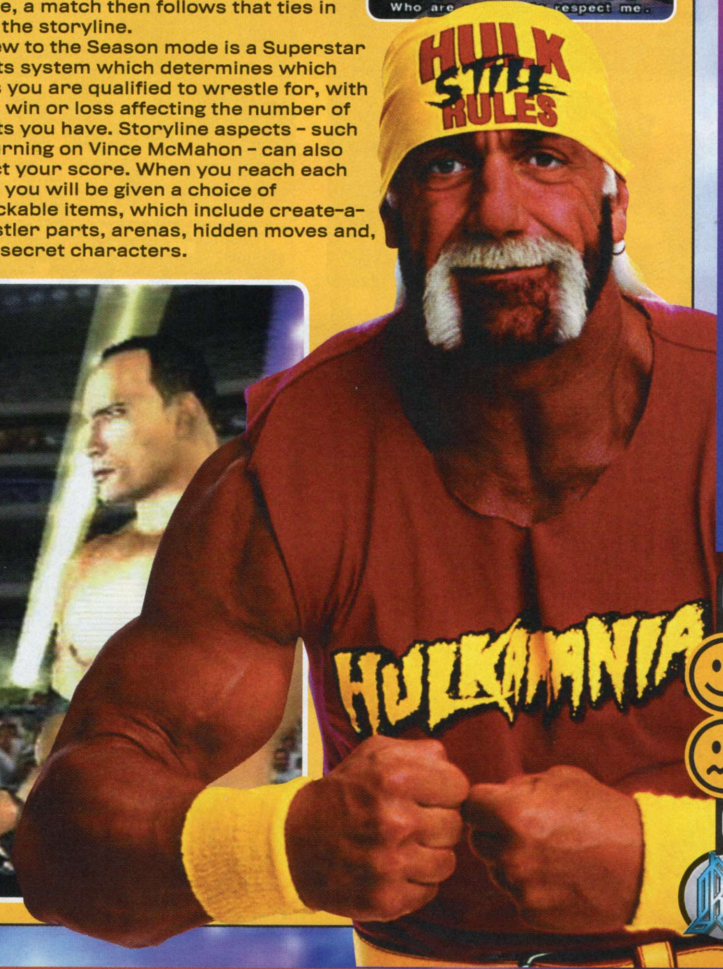
Each month in a season consists of two Raws, two SmackDowns and a PPV, starting with Backlash and culminating in WrestleMania. As per real WWE shows, there will be a draft to determine which characters are on the 'Raw' team and which appear on the 'SmackDown!' team, with champions being allowed to wrestle on both shows.

Throughout a season, you will form alliances and make enemies, based on answers you give to questions you're asked by other characters when you're backstage. This then influences your path through the game. After a cut-scene, a match then follows that ties in with the storyline.

New to the Season mode is a Superstar points system which determines which belts you are qualified to wrestle for, with each win or loss affecting the number of points you have. Storyline aspects – such as turning on Vince McMahon – can also affect your score. When you reach each goal, you will be given a choice of unlockable items, which include create-a-wrestler parts, arenas, hidden moves and, yup, secret characters.







First Impressions

Bold new direction or a case of deja vu?

It's easy to be cynical about *yet another* addition to the seemingly relentless series of Playstation *SmackDown!* games. But, to be fair to developers Yuke's, as soon as you pick up the pad to have bash on *Shut Your Mouth*, the difference between this and its predecessors is immediately apparent.

While it retains much the same control system as before, it's now utilised far more effectively. By having slowed down the pace of the game slightly, it's made to feel significantly more hard-hitting and rewards you with a much greater sense of control over your character. In fact, it comes closer to feeling like a 'proper' beat-'em-up than any *SD!* yet.

And while *Just Bring It* was hardly short on eye-candy, *SYM* is again a significant improvement, showing what PS2 really is capable of once developers have the chance to get their heads round it.

Unfortunately, though, it's not really doing loads that hasn't been done before - but it is doing it much better. And with so much gameplay crammed into it, this is able to boast of both quality *and* quantity.

GOOD COP BAD COP

The greatest wrestling game ever is back for more – bigger, better and, er, badder (in a good way, of course).

Anyone expecting a radical new direction will be disappointed. This is more of the great same, just sharper.

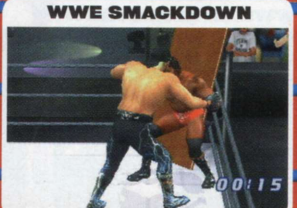
WHERE IT'S AT

It's still being worked on at this very moment, with a release date set for the end of November.

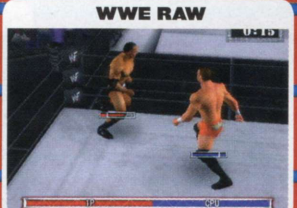
ROUND 3 MODES

WrestleMania X8's are small but perfectly formed – and there's no harm in that. *Raw*'s are somewhat lacking, with there not even being a substantial single-player mode. *SmackDown! 4*, meanwhile, offers so many modes, options and permutations that you'll give yourself nervous exhaustion before you manage to plough through them all.

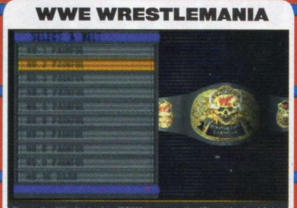
WWE SMACKDOWN



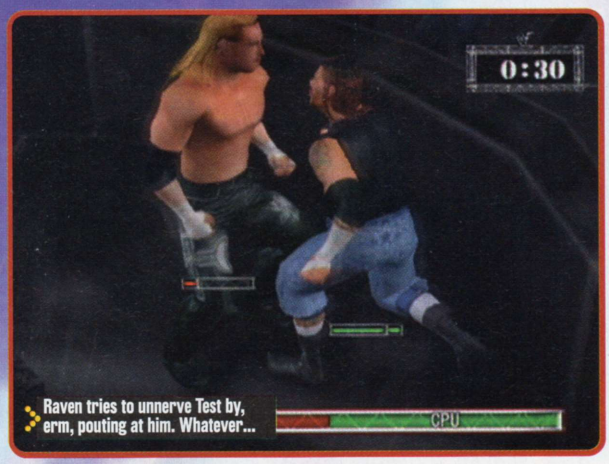
WWE RAW



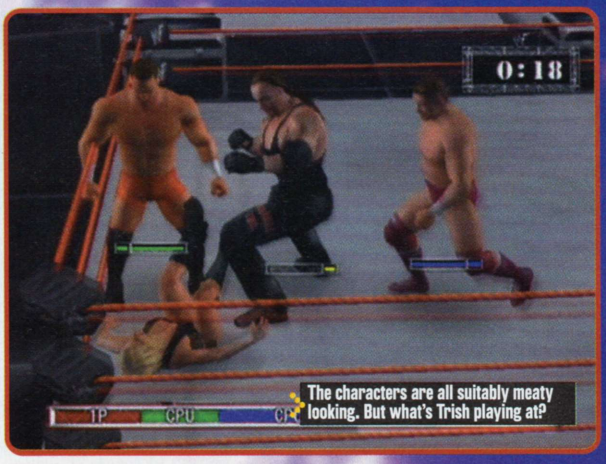
WWE WRESTLEMANIA



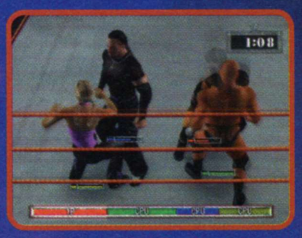
OUT: SEPT | **FORMAT:** Xbox | **PRICE:** £45 | **DEVELOPER:** ANCHOR INC | **PUBLISHER:** THQ | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PC | **CALL:** 01483 767 656 | **PLAYERS:** 1-4



Raven tries to unnerve Test by, erm, pouting at him. Whatever...



The characters are all suitably meaty looking. But what's Trish playing at?



▲ Multiplayer modes allow for tag matches and battle royals. But there's just not the variety of *SmackDown! 4*.

▲ Some of the grappling sequences look superb but, overall, the game's visuals have a strangely drab aspect to them.

WWE Raw

♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE ♦ NEW SHOTS

It's the **Box's first taste of the grapple** game and, if the developers don't **buck up their ideas**, could be a massive **wasted opportunity...**

Of the three WWE console games out later this year, *Raw* is the one with the most work to do. While both *SmackDown!* and *WrestleMania X8* are being developed by veteran wresting nuts Yuke's, *Raw* is being coded by Anchor Inc, best known for their 'reality' fighting games such as *UFC* and *Pride*. As such, this was originally touted as being a more hard-hitting, 'adult' affair, in comparison to the 'family-orientated' *SmackDown!* series.

We're not quite sure what went wrong but, in its current state, *Raw* fails to deliver. On its release in the US way back in February - a full eight months before it's due to reach these shores - it was met with decidedly average reviews (the import version scored a ho-hum 72% in GM119). Gone were the blood-spilling brawls that were promised. Instead, we had really bizarre 'floaty' handling and a rampant shortage of the range of modes we've come to expect from other WWE games.

A RAW NERVE

The most recent PAL version offers no apparent differences to the already ageing US code. Indeed, it's still plastered with the old WWF logo (the panda people won't be happy about that) and has retained its quirky roster of long-forgotten characters such as K-Kwik and Justin Credible. With Anchor now

> "...gone are the **blood-spilling brawls** that we were **promised...**"

hard at work on *Raw 2*, it's highly unlikely that *any* changes will be made in porting the game from NTSC to PAL. If that does prove to be the case, Xbox grapple fans really could be in for a raw deal.

▲ Chase me. Go on chase me. Bet you can't catch me. Big strong boy like you and all...

Softography

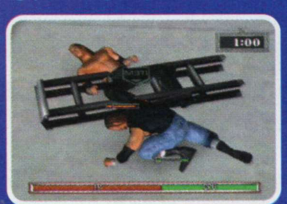
These guys have also made...

WWF Raw (NTSC)	72%
Ultimate Fighting Championship (Dreamcast)	88%
Toy Fighter	65%
Fighting Cup	N/A

Quick, Hit Him With The Pink Brolly!

Our favourite aspect of the game is the crazy-ass selection of weapons that you can pick up. From fruit bowls to pink umbrellas, this is one arsenal that will cause serious injury only by virtue of it killing you laughing.

It can't be, can it? Yes, it's HHH defending himself with the aid of a pink umbrella.



Somewhat more traditional are the tables and ladders that litter the ringside.

We're not entirely what Kane's got on his head...but it kind of suits him.

GOOD COP BAD COP

Fights look more realistic than those of some other WWE games and the characters are big and solid.

Washed out and bland and the wrestlers move in an odd fashion. Will be out-of-date by time it reaches UK.

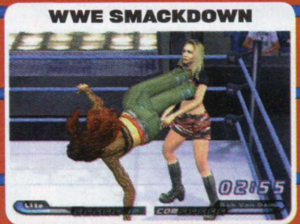
WHERE IT'S AT

The US have been playing this since February yet they still fiddle around with the PAL conversion. Why?

ROUND 4 CREATE A WRESTLER

SmackDown!'s layer-based Create function is incredibly in-depth but you do need a bit of patience to get your head round the scope of it. *WrestleMania*'s, by means of contrast, is far from flexible and (Mankind aside) doesn't even include any masked wrestlers. *Raw*'s, meanwhile, is simple but effective. Plus, it allows you to equip your mutant with some really *daft* accessories.

WWE SMACKDOWN



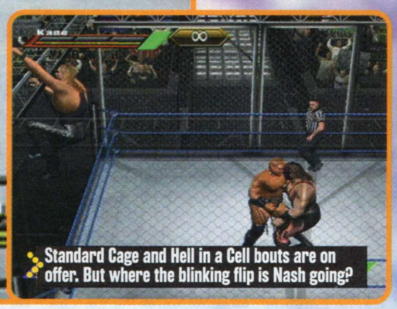
WWE RAW

WWE WRESTLEMANIA

OUT: OCT | **FORMAT:** GAMECUBE | **PRICE:** £40 | **DEVELOPER:** YUKE'S | **PUBLISHER:** THQ | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01483 767 656 | **PLAYERS:** 1-4

Look at him fly! Of the current crop of WWE efforts, this is probably the best looking.

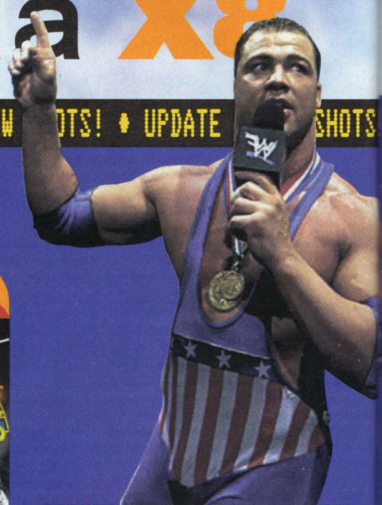
▲ As you'd expect from wrestling veterans Yuke's, this is fast, accessible and looks great. But it's a bit straightforward and doesn't have much depth.


Standard Cage and Hell in a Cell bouts are on offer. But where the blinking flip is Nash going?

▲ With the game not being updated from the US code, the likes of Scott Hall are still included.

WWE Wrestlemania X8

♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE! ♦ NEW SHOTS! ♦ UPDATE



It's the **best-looking** wrestling game ever – but is the **gameplay good enough** to match up to the visuals?

It seems that every WWF/WWE title that Yuke's churns out looks tons better than the ones before it - and *WrestleMania X8* is no exception. See it in action and there's no doubting that it's a thing of beauty.

The crowds and arenas are the most convincing yet and some of the speciality matches look absolutely stunning. The characters, too, are spot-on, even down to the quirky mannerisms of each performer. (Why *does* The Rock look at his open palm before slapping his opponent round the chops?) Of WWE's forthcoming line-up, this is probably the most immediately appealing - the one that would really catch your eye if you saw it round a mate's house.

RING STINGERS

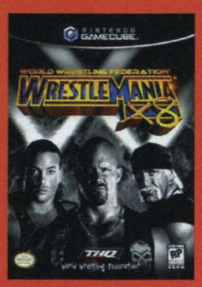
It's fast and playable, if a little straightforward at times. The control system, like that of *SmackDown!*'s, goes for full-on accessibility, ensuring that it offers true pick-up-and-play characteristics. The handling too is much better than that of *Raw*'s. Based purely on in-ring fighting, this looks to be the best of the bunch. It's in the extras where this could fail to match up to *SmackDown! 4*. With only three main modes, and a pretty limited Create option, it may not hold the long-term appeal of its PS2 cousin.

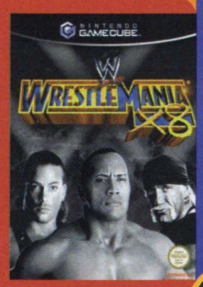
> "...why does **The Rock** look at his palm before **slapping** his opponent..."

Like *Raw*, this is already out in the US and, as yet, we've yet to hear of any updates or improvements being incorporated into the PAL version. Still, the roster is fairly current and, apart from a couple of exceptions it should avoid being plagued by out-of-date characters. If you don't mind the lack of an in-depth Story mode and just want a fun wrestling romp that's a real looker, this'll have plenty to offer.

Austin: You're Outta Here!

Check out the two packshots below. Notice anything... strange? While 'Stone Cold' Steve Austin was the US release's lead character, by the time it hits the UK he will have been replaced on the cover by The Rock. How fickle.





GOOD COP BAD COP

Fast, accessible, highly playable... oh, and did we mention that it looks good enough to eat? Don't though.

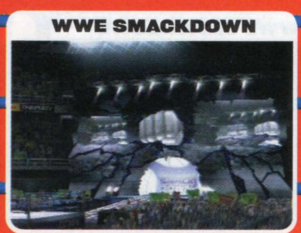
Not really doing much that we haven't already seen before from Yuke's. Could lack depth.

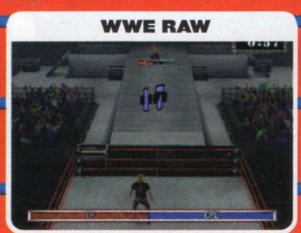
WHERE IT'S AT

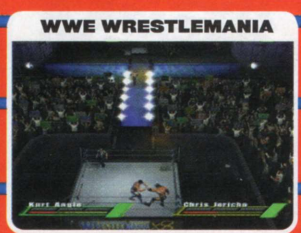
It's on shelves right now in the US although the elusive European version won't be out till October.

ROUND 5 ARENAS

The arenas in *Raw* manage to convey the greatest sense of size by far. You really do feel like you're scrapping in a famed enormodome. *WrestleMania*'s environments feel much smaller in comparison and it only gives you a choice of six to begin with. But they look fantastic and the details are just right. *SmackDown!* lies somewhere between the two.


WWE SMACKDOWN

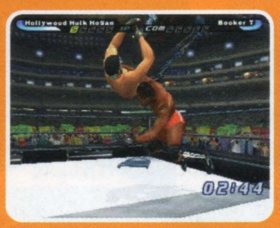

WWE RAW

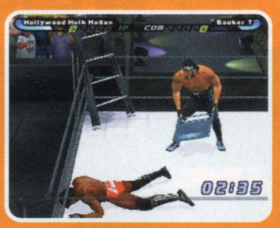


WWE WRESTLEMANIA

Q&A

GamesMaster caught up with THQ's WWE Producer Jim Flaharty and put him in a particularly nasty side headlock until he finally agreed to answer our questions...





♦ WWE Q&A! ♦ NEW INFO! ♦ WWE Q&A! ♦ NEW INFO! ♦ WWE Q&A! ♦ NEW INFO! ♦ WWE Q&A! ♦ NEW INFO! ♦

■ Will the PAL versions of *Raw* and *WrestleMania X8* be updated or improved in any way compared to the US versions?

There will be no additions to *Raw* or *WrestleMania* for the PAL versions. We have moved straight to the sequels.

■ With THQ publishing so many different WWE games, how difficult is it to ensure that each one has its own identity and that they don't overlap too much?

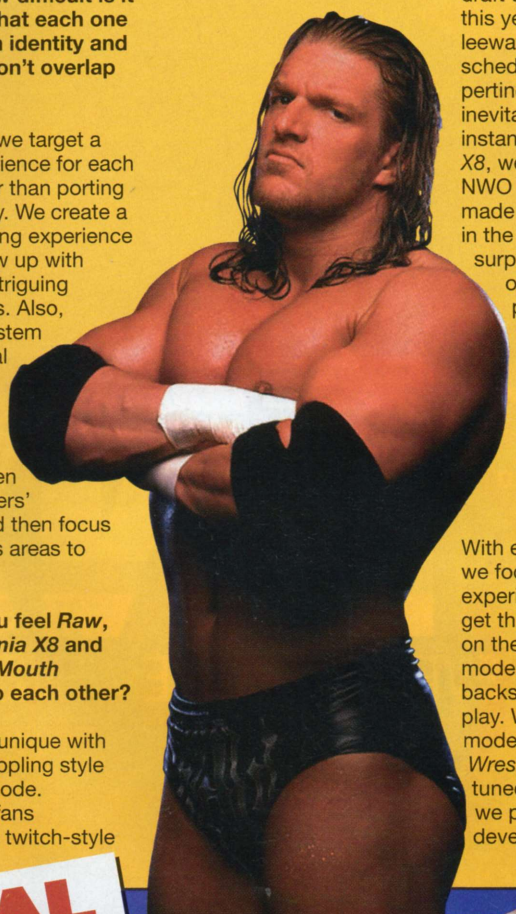
As you know, we target a different experience for each platform rather than porting our technology. We create a unique grappling experience and then follow up with different yet intriguing Season modes. Also, each game system offers technical advantages that we build into our designs. Finally, we listen to our customers' comments and then focus on the obvious areas to upgrade.

■ How do you feel *Raw*, *WrestleMania X8* and *Shut Your Mouth* compare to each other?

Each game is unique with respect to grappling style and Season mode. *SmackDown!* fans appreciate the twitch-style wrestling game we've built while *WrestleMania* fans are looking for an experience similar to *No Mercy*. We've built *Raw* to be a sim-style wrestling game.

■ What are the main strengths and weaknesses of each game?

This is for the fans to decide. Each game offers a unique experience.



■ How big a problem is it to take account of the ever-changing WWE storylines while the games are being developed?

It's really a challenge since the WWE offers so many different paths to follow. There are always superstar/gimmick changes during the year which we make every attempt to capture, not to mention the draft that took place earlier this year. We leave some leeway in our development schedules to add the pertinent WWE changes that inevitably occur. For instance, with *WrestleMania X8*, we got the tip that the NWO was coming back and made sure that we got them in the game. But don't be surprised to find that many of the key events of the past year actually make it into the *Shut Your Mouth* Season mode.

■ Why are there no backstage areas in either *Raw* or *WrestleMania X8*?

With each of these games, we focused on the wrestling experience to make sure we get this right before we take on the challenge of a Season mode. This is where backstage areas come in to play. We've planned Season modes for both *Raw 2* and *WrestleMania X9* so stay tuned for further updates as we progress with development.

■ Are there any plans for a console-based online WWE game?

We've certainly discussed this and are looking into it. We like what Xbox Live has to offer as we feel that broadband play works better for twitch-based games like wrestling. I can't really comment on this yet but stay tuned for further updates.

■ If such a game existed, what would you like to see in it?

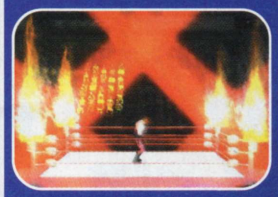
The main thing that comes to mind is realtime wrestling online without any latency in gameplay.

■ What makes *Shut Your Mouth* so better than its three earlier predecessors?

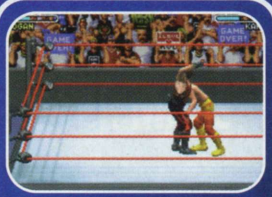
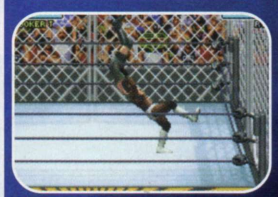
We feel strongly that *SmackDown! Shut Your Mouth* is going to be the PlayStation 2 WWE game that everyone has been looking for. We've addressed what we feel are the main challenges from last year and have built a very compelling Season mode. There's a ton of gameplay as we've added reversals/counters, six-player mode, interactive backstage areas, full size Hell in a Cell, finishing moves off a ladder... the list goes on. Commentary will be upgraded and entrance music will be genuine. And the graphics are looking great.

There's more!

If those three kings of the consoles aren't enough for you, there are another five – count 'em! – WWE outings currently in the pipeline. *WWE Raw* for the PC is expected to be a direct port of the Xbox title of the same name and is due out in November. Also scheduled for release the same month is *Road to WrestleMania X8* for GBA. Judging by the early shots (see below) it looks great. Let's just hope the gameplay is an improvement on last year's WWF GBA effort. Further ahead, we've got *Raw 2* for Xbox and *WrestleMania X9* for GameCube. And don't forget the daft-looking *Crush Hour*, a multi-format *Twisted Metal* style car smash-'em-up – with wrestlers! – which we revealed in GM122.



Raw's coming to PC and, as you'd expect, looks as lush as the Xbox one.

Last year's *Road to WrestleMania* was mediocre. Let's hope the sequel's better.

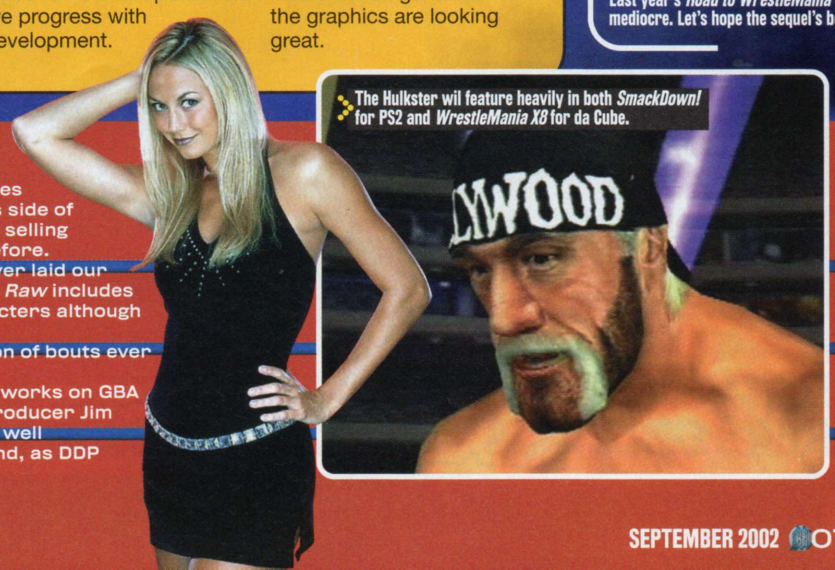
FINAL ROUND

This is the best time for wrestling games *ever*. All three major consoles have WWE titles due for release this side of Christmas – and each possess their own unique selling points, giving gamers a greater rasslin' choice than ever before.

WrestleMania X8 is the most stunning-looking grappler we've ever laid our eyes on and offers arcade-style accessibility with solid gameplay. *Raw* includes some great-looking arenas and arguably the best-designed characters although is let down by some bizarre handling and being somewhat dated.

Finally, *SmackDown! Shut Your Mouth* offers the widest selection of bouts ever seen along with refined controls and improved visuals.

If that's not enough, there's also those other WWE games in the works on GBA and PC bringing the joy of grappling to all formats. And as WWE Producer Jim Flaherty reveals, sequels to Raw and Wrestlmania X8 are already well underway! Suffice to say, we're near drowning in grappleness. And, as DDP would have put it: that's not a bad thing, that's *a good* thing.



The Hulkster wil feature heavily in both *SmackDown!* for PS2 and *WrestleMania X8* for da Cube.

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EVERY GAME / EVERY MACHINE / EVERY MINUTE / EVERY DAY

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NEW GAME REVIEWS

BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • BRITAIN'S BEST REVIEW ZONE! • BRI

REVIEWS EDITOR

We've got some of the most anticipated games ever this month. *Super Mario Sunshine* marks the first Mazza game for six years! GC owners should be in paradise, especially with *Resi* rounding up a classic double bill. GM also tests Reflection's new PS2 biggie *Stuntman* and takes the next gen *TOCA Race Driver* for a spin to see if it really can stuff *GT*.

Richard Melville

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it, you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

GAMING MASTERPIECE

The final verdict in one snappy soundbite with the only score that counts at its side.

REVIEWED THIS ISSUE...

SUPER MARIO SUNSHINE (GC)	82
STUNTMAN (PS2)	86
ENCLAVE (XBOX)	88
CRAZY TAXI (PC)	89
MEN IN BLACK: ALIEN ESCAPE (PS2)	89
GO! GO! BECKHAM (GBA)	90
NEVERWINTER NIGHTS (PC)	92
RESIDENT EVIL (GC)	94
TOCA RACE DRIVER (PS2)	100
FORMULA ONE ARCADE (PS)	102
ZOOCUBE (GC)	103
LEGO FOOTBALL MANIA (GBA)	104
MANIAC RACERS ADVANCE (GBA)	104
DISNEY'S LILO AND STITCH (GBA)	104
BUSTER'S BAD DREAM (GBA)	104
KING OF FIGHTERS EX (GBA)	105
MEGAMAN BATTLE NETWORK 2 (GBA)	105
MEDABOTS AX ROKUSHO VERSION (GBA)	105
TIGER WOODS PGA TOUR GOLF (GBA)	105
DINO STALKER (PS2) LOST KINGDOMS (GC)	106

Reviews Round-up p105 Operation Flashpoint: Resistance (PC) • Daikatana (PC) • Civilisation 2 (PC) • Gore: Ultimate Soldier (PC) • Zanzarah: The Hidden Portal (PC) • Master Rallye (PS2) • C12 Final Resistance (PS) • World Rally Championship (PC) • Crash Team Racing (PS) • Next Generation Tennis 2002 (PC) • Severance: Blade Of Darkness (PC) • Thief: The Metal Age (PC)

Lost your umberella? Well flip over for the lowdown on *Resi GC*.

REVIEWER

Zy Nicholson

OUT: NOW (Jap) OCT (UK) **FORMAT:** GC **PRICE:** £65 (IMPORT) **DEVELOPER:** NINTENDO **PUBLISHER:** NINTENDO **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 01932 895390 **PLAYERS:** 1

Is it really six years since *Mario 64*? Must be time for Peach to get kidnapped again, then...

Softography
These guys have also made...

Mario 64	96%
Zelda: Majora's Mask	95%
Super Mario Advance	89%
Super Smash Brothers Melee	91%
Luigi's Mansion	90%
Pikmin	87%

Super Mario Sunshine

GAMING OH! MASTERPIECE

You know, we were starting to suspect that Mario wasn't really a plumber. We'd never seen him up to his elbows in gunk, or chatting to his mates instead of working, and how many plumbers do you know that haven't taken a holiday in six years? But in *Sunshine* he does all of that, while proving that he certainly knows his way around a nozzle attachment. Welcome back, mate.

SPRAY IT AGAIN

Now, let's get one thing straight. *Mario* games...all toytown colours, sharp lines and flat textures, right? Wrong. It may have looked a tad blocky and old-skool in the previews, but you really have to see it running.

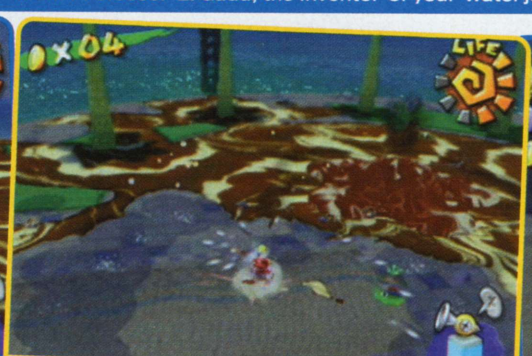
Apart from the curvaceous and detailed gameworlds, what you won't pick up from these static screenshots are the layers upon layers of effects that then enhance the image. Heat hazes hang over hot pavements; watery puddles boast mirrored surfaces; water spray breaks into dribs and drabs; and the sheer number of sparkles and particles whizzing around suggests magic everywhere you look.

Except that you never get a moment to take it in, because it's usually zipping past at Mach 1 or falling away beneath you as Mario

Taste The Paint!

Your liquid alter-ego isn't just painting the town red, green and brown. He's nicked a magic paintbrush from Professor E. Gadd, the inventor of your waterjet and Luigi's ghostbusting vacuum cleaner.

▲ Monsters coming out of the paintwork? Eugh, and you've trodden in something! You'll never get that out of suede loafers, you know.

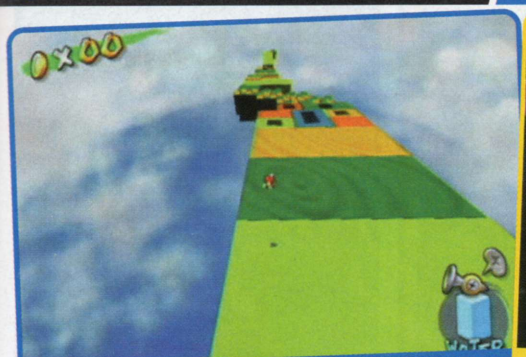


▲ It's time for somebody to clean up this town before it spreads. Easier to do when you've mastered one of the water-sprinkler special moves.

▲ Anyone or anything swallowed by the gloop will reappear once it's washed away. Best to give 'em a good hosing to get rid of the last of it.

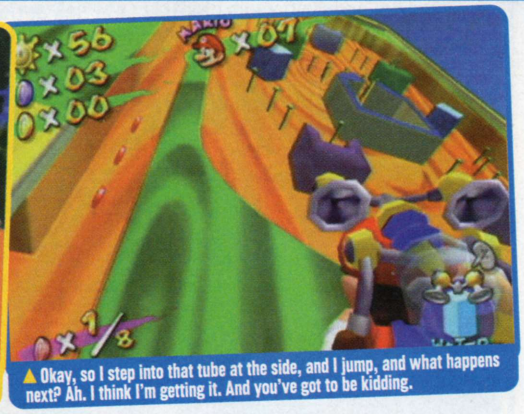
Never Mind The Blocks!

Warp levels 'in space' make up many of the regular and hidden challenges in Sunshine. Make it to the end of the course to find a Shine, then look for 8 red coins to win a bonus. And, oh, do they get tough...



▲ Sometimes it'll be a novelty run, like this uberslide, others make little Mario in-jokes. We're not going to spoil it for you, though.

▲ Looks pretty simple, right? Well, now picture those sliding platforms flipping over at regular intervals. Suddenly, that Shine seems far away.



▲ Okay, so I step into that tube at the side, and I jump, and what happens next? Ah. I think I'm getting it. And you've got to be kidding.

The Best Bit

It takes brains as well as reflexes to work out how to beat some enemies. But you feel great when you do.

Why is Mario rolling a giant melon? Because he is on his way to a melon contest, of course. Duh!

It's a while since we've seen barrels in a *Mario* game, but these ones make great water bombs.

Factpack

The stuff you need to know...

Worlds	8
Shines to collect	120+
Jet Nozzle Modes	4
Yoshi Types	3

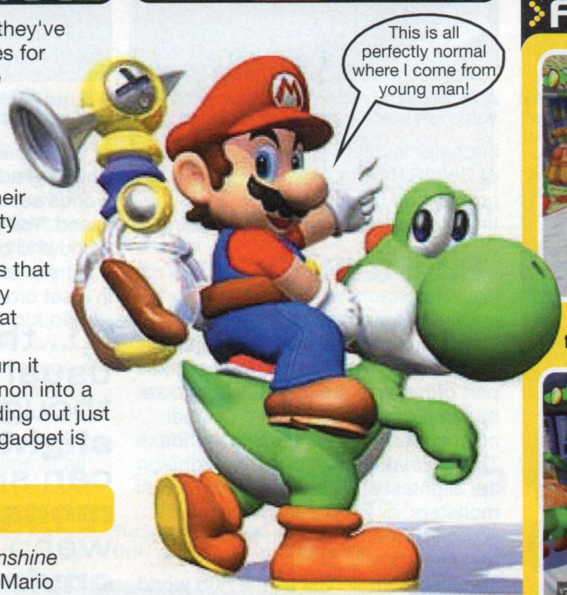
▲ Swimming doesn't play as great a role as in *Mario 64*, despite all the water around. But don this helmet and you can breathe for longer in the underwater sections, and also use your pump while submerged.

rockets and cartwheels his way to the goal. The focus of the gameplay is still based around letting you loose on a magnificent 3D world with Mario's extensive range of leaps and slams, and anyone who played *Mario 64* will slide straight back in with ease.

A few moves have gone or been modified (we're not keen on the new buttons for swimming, although it isn't as important in *Sunshine*) and we're tempted to say that they've actually refined most moves for the GameCube's analogue pad. It's a real joy to discover new spins and throws, and the game rewards the player who takes the time to master their variations, but there's plenty more fun to come. Oh Yes!

Sunshine's innovation is that Mario has a new toy to play with - Flood, a jet pump that sits on Mario's back - and adjusting the nozzle can turn it from a powerful water-cannon into a jet propulsion system. Finding out just what you can do with this gadget is half the game.

...Mario has a new toy to play with and adjusting the nozzle can turn it from a powerful water cannon into a jet propulsion system...



TOXICITY

The bizarre storyline of *Sunshine* reveals that an evil watery Mario

Footie!

▲ Nobody noticed the plumber as he snuck up to a market stall laden with Durian Fruit...

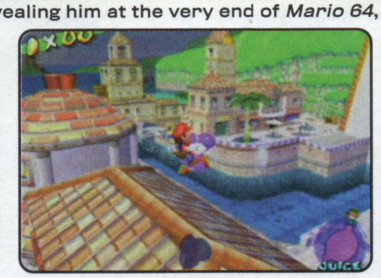
▲ ... which you can kick about with a satisfying leathery *thwack*. And look at the boy go!

▲ The goalie's messed this up, it's wide open! See, you can always entertain *yourself* in this game...

Yoshi's Back!

After the disappointment of only revealing him at the very end of *Mario 64*, Nintendo saw sense this time...

▲ To tempt your Yoshi egg into hatching, you need to fetch the same fruit that he's dreaming about.



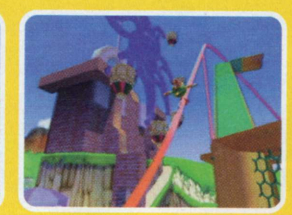
▲ Now you can jump higher and flap a bit. Depending on the fruit he eats, your Yoshi will change colour.

▲ Don't get Yoshi wet! Use his regurgitastic spit. But don't even think of chucking on a constable, like us.

Mech It Go Away!

Sunshine is full of great boss battles, and one of the earliest takes place in the resort's amusement park. Having finally stumbled across Koopas, Mario's oldest turtle enemies, you think you know what to expect...

▲ ...but you'd be wrong. It's a Mecha-Bowser, piloted by evil water Mario!

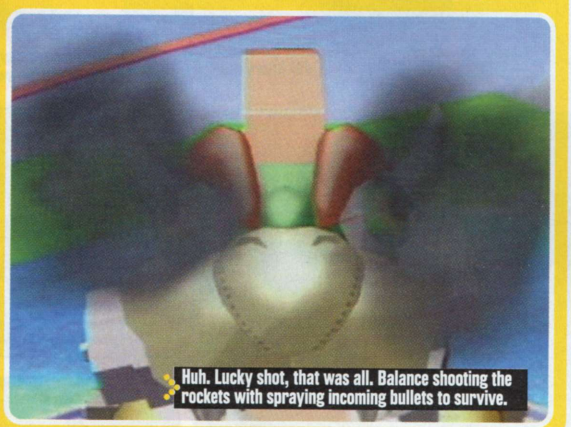


▲ Drastically, you take to the Jet Coaster ride and start climbing to mecha height.

▼ Pick up the bottle rockets on the track and fire them with your pump.

▼ Don't look now, but there are Bullet Bobs on the track and closing fast.

Zoiks, you're going to regret that burger you had before getting on. Aim? Aim at what? Quick – bucket!



Huh. Lucky shot, that was all. Balance shooting the rockets with spraying incoming bullets to survive.

Little Squirt!

Sunshine finds innovative ways to exploit your water jet. It's propulsion for a leaf raft on a lake, Newtonian styley.

Elsewhere, you'll find huge mechanisms. I need to turn this bridge around to reach the top of the windmill nearby...

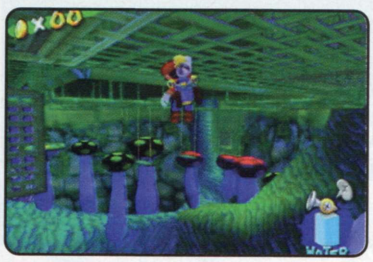
This looked good, turning Mario into a tiny human Catherine wheel. Trouble is we're now too scared to let go.

And here's one of the FX we raved about. Let a puddle build at his feet and Mario's reflection starts to appear!

Coining It In

Sunshine takes the collecting of coins very seriously. 50 gold coins now nets you an extra life, and 100 wins a bonus Shine.

▲ The good old belly slide returns, but the addition of water really speeds you up after a diving jump.



▲ Uh, just hanging around. Being able to climb, hang from and even flip grille cages adds to Mario's abilities.

You can also play the Red Coin Game on many levels. Collect all eight to win a Shine. Good luck in finding the last one, though.

Blue Coins are hidden all over, and you can trade 10 for a Shine. After beating the game, you'll still be hunting the last few...

Last Resort

Mario's woes begin when he decides to take a vacation with Peach and sagely old mushroom man Kinoji. But who is the evil water Mario, and what's he doing here? Well, expect a familiar face...

▲ These residents of the Dolphic Island resort might look familiar to players of *Yoshi's Story*.

impostor is daubing the holiday resort of Dolphic Island with toxic paint graffiti, and the locals don't like it one tiny bit. And you can see their point.

BLUE COIN FEVER

When Mario is wrongly convicted of vandalism on his arrival, he's forced to use Flood to clean up the mess as part of his community service: and so begins a long chase to find the real culprit in each of the game's worlds. This isn't your usual paint, though - the slightest splash can spawn gloop monsters, or warp the environment - so hosing it off opens up new areas and secrets.

The first town serves as the hub world of the game, and collecting the starry Shines gradually unlocks seven more worlds set on other parts of Dolphic Island. You're fairly free to zip to any world and back, but within each world you have to complete the eight stories in a set order to progress. Fortunately, you can chill out from the stressful sections by simply playing around, perhaps exploring for secret blue coins or amassing a few more lives to burn, and there's plenty of that to do

...this isn't your usual paint though – the slightest splash can spawn gloop monsters or warp the environment...

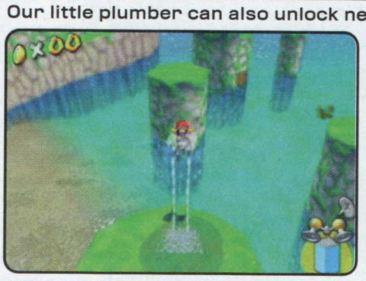
FANTASY ISLAND

too. For every snarling, pad-hurling moment of frustration, there's a big silly grin to be had at solving a puzzle or pulling a ridiculous stunt.

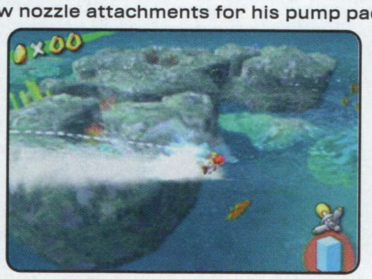
If we can't avoid comparing it to *Mario 64*, though, let's be fair and say that it can't hope to be as groundbreaking as its predecessor. *Sunshine* is very much the sequel, lifting all of its core gameplay from *M64* and substituting some old elements for innovative new ones. Potential disappointment arises from setting the entire game in an island holiday resort: you get to see a lot of beaches and harbours, as well as some purely abstract warp levels, but it lacks the sheer variety and strangeness of *Mario 64*'s range of environments. There simply aren't as

Jet Shorty!

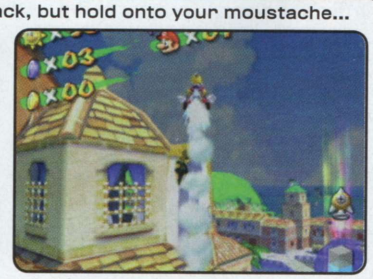
Our little plumber can also unlock new nozzle attachments for his pump pack, but hold onto your moustache...



▲ Flip your water pump to point downwards and wahay — it's a jet pack! Hover short distances.



▲ Fit a rotor booster and you can hold the trigger to charge up a screaming turbo. Yeah, eat my wake.



▲ And what's the purpose of this final attachment? Hey, it's not rocket science. No, hang on.

Surf's Up

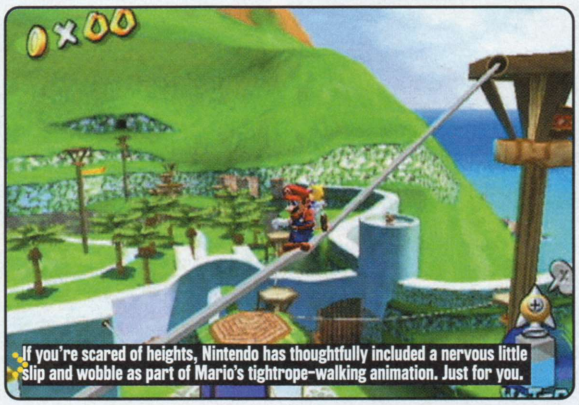
Still have fond memories of grabbing a Koopa Shell and grass-skating to victory? Then the endearingly-named *Go! Go! Squid Surfing!* levels will bring a tear to your eye. It's a racing subgame, but this time based around one of Japan's favourite beer snacks...

▲ Just step on the squid of your choice and you're away. Green squid are the slowest, purple are the fastest, and orange is the squid nobody will use.

▲ This section is a lot more fun once you discover a better camera view by keeping the L Trigger held. And discovering that squid can jump.

Miles!

As if to rub in the GameCube's advance over the N64, *Sunshine*'s exteriors rub their draw distance in your face. You can see for miles! And none of that ugly coin pop-up, either.



If you're scared of heights, Nintendo has thoughtfully included a nervous little slip and wobble as part of Mario's tightrope-walking animation. Just for you.

▲ Mario looked back at the enormous distance he'd covered from the far ship, over crane and pipe, with just one thought. "Oh, I've forgotten something."

Ooh, Pulpy

There are plenty of weird new creatures to contend with in *Sunshine*, but they all have a weakness...

▲ Don't look back, but Mario appears to have caught the attention of this region's indigenous species.

▲ A quick squirt of water only knocks them back, and they keep coming. So line 'em up against a wall...

▲ ...and then send them flying back into it with a resounding cartoon splat. Small ones are juicier!

many worlds as in *Mario 64*, and it doesn't help that you also find yourself repeating a couple of bosses and chase sequences. We'd be tempted to say you get an occasional sense that Nintendo's developers have slipped a little in some sections: though their standards are so high that even their off moments somehow manage to pour buckets of curdled shame on their competitors.

RANTY PADS

Still, if there's one complaint that every player will share at some time, regardless of ability, it's levelled at the new camera. The pad's yellow analogue stick supposedly grants complete control over the view, whether zooming in and out or circling Mario in an orbit. Learning to move the camera manually while you're playing is even more important than before. But the camera is still as physical an object as *M64*'s Lakitu-cam, and it doesn't like to be moved through solid walls or obstacles.

GOLDEN WONDER

Consequently, you'll experience all sorts of annoying moments when it gets pushed away from the view you want, or when it sticks in a tight space and leaves you in a glitchy limbo so that you can't quite see what's going on.

Well, that's the bad stuff out of the way. Fortunately, all of these complaints pale into insignificance every time you pick up the pad and start sinking back into that luxuriant sensation of a smooth, responsive control system, and in no time at all you find yourself just playing around for the "Nintendo Feelgood Factor"! Fancy a holiday? Then come to Dolphin Resort, because we haven't seen a player yet who didn't make a beeline for that cool blue ocean as soon as they picked up the pad.

If *Mario 64* was a platinum gaming experience, *Sunshine* is still pure gold. Recline in it, savour it, relish it, and soak up those rays.

▲ Here's the one they're all hunting for, the evil watery Mario clone painting the island with chaos.

Take Hat

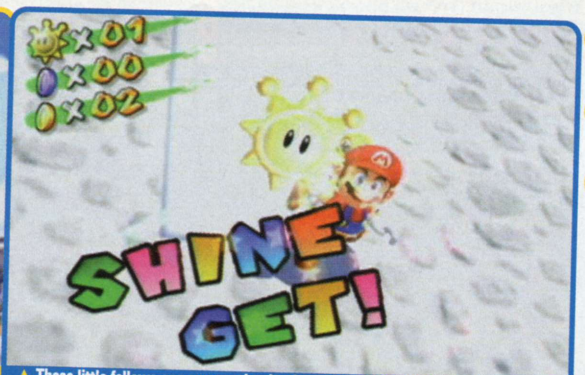
It's still possible to lose your cap in *Sunshine*, but the consequences are far more drastic — without it, Mario starts to wither and burn in the heat. Be sure to grab it back, and make the thief pay. Entering water doesn't heal Mario now, see, but coins left by enemies will.

▲ Not only has the beast stolen your hat, but it has the audacity to swan about flaunting it.

You Shiny Get!

Instead of *Mario 64*'s stars, *Sunshine* brings you Shine Sprites and a healthy dose of Japanglish that gets the point across.

▲ We're still not sure how many of these you can collect, but we could finish the game with 50. Latest rumours suggest 120 to 130, and we're still looking.



▲ These little fellows are supposed to be the spirits of Dolphic Island, but the paint has driven them off. You'll be yelling "Shine Get!" before long, see if you don't.

Judgement

GRAPHICS Brash, bold and juiced up big time with impressive FX until you can feel the heat.

GAMEPLAY Grants racks of tricky moves and then tests your skill with them...to the limit.

LIFESPAN Even after collecting every Shine, you'll come back for a mess-about on the beach.

Mario reclaims his crown as the king of the 3D platform adventure. Your GameCube simply isn't complete without it.

Overall 95%

REVIEWER

Tom East

OUT: NOW

FORMAT: PS2
PRICE: £40

DEVELOPER: REFLECTIONS
PUBLISHER: INFOGRAMES

SPECIAL FEATURES: NONE
OTHER FORMATS: NONE

CALL: 0208 222 9700
PLAYERS: 1

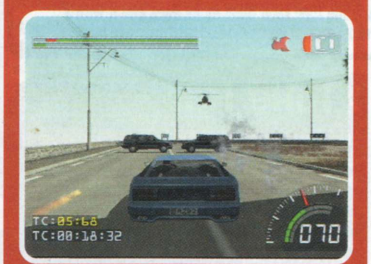
Get ready to mess up some motors in the movies! Just keep rolling baby...

Stuntman

007 Heaven!

Ever wanted to do that barrel roll from *The Man with the Golden Gun*? Well now's your chance. *Stuntman* has razzed loads of the best stunts from Bond movies and some of the mare amazing.

▲ This is from the *Dukes of Hazard* inspired movie *A Whoopin' and a Hollerin'*, but this is just like the barrel roll in *The Man With The Golden Gun*.



▲ Another Roger Moore movie stunt. As in *The Spy Who Loved Me*, the chopper in the distance will chase you as you burn down the mountain.

▲ This is taken from the best scene in *Tommorow Never Dies*. Here you'll drive a remote controlled car through a garage. It's rock hard.

Follow That Car!

Being a stuntman is not all about driving through burning buildings. You also have to chase cars and hit boxes...

▲ You'll get involved in lots of chases. *Driver* vets will feel at home as the car's handling is the same.

▲ Get close to the explosion! The timer will run down and you have to be next to the van as it explodes.

▲ Of course there are some huge jumps. Here you've got to smash into the chimney on the roof.

There's nothing worse than a backseat driver. At least that what I thought until I stepped into my Ford Capri lookalike with the director of Toothless in Wapping, the first of *Stuntman*'s made up movies.

If you thought that meerkat from *Jak and Daxter* was annoying, think again. This bloke takes the biscuit and rams it in your ears until your head bursts.

Softography

These guys have also made...

Driver	91%
Driver 2	92%
Destruction Derby	78%
Destruction Derby 2	90%

BACK SEAT DRIVER

He does all the classic Dad-in-the-back-of-the-car tricks. He bawls at you to turn left when you've driven past the the bend and then dares to shout "Too Slow". You want to throw your pads out of the pram and break the bloke's nose with his clapper, but you carry on. It all seems quite simple on the first film. Playing as the stuntman in a mockney gangster flick you just do some simple handbrake turns, hit some boxes and jump over a few ramps, but it steps up a gear on the Whoopin'and a Hollerin levels as you've got to jump through gaps in moving trains, avoid falling chimneys and fly over broken bridges. Try doing these stunts first time. Not a chance in hell.

A BUNCH OF STUNTS

Unlike all good driving instructors, the director doesn't tell you what you need to do with good warning. So by the time he's finished bawling at you

Stupid Stunts!

Being a stuntman isn't all sitting in a trailer looking at attractive members of the opposite sex. Nope when you've finished a movie you've got to do some stunts in front of a packed stadium before you move on to your next job.

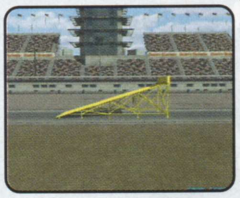
▲ This is the hardest Stunt Arena as you've got crush cars with this monster truck. Sounds simple, but your motor flips very easily.

▲ Driving through the burning hoop is just the start. Next you drive into a cannon and blast off in an attempt to knock down a stack of cars.

▲ The green splat tells you exactly where to hit the car, but be warned your car will sway all over the place when you smash into a vehicle.

Blinkin' Park!

Every time you complete a scene, you'll be given a new toy to use in your very own stunt arena, where you can edit a park.



Unfortunately you can't place buses and cars on top of each other, so you won't be jumping over huge truck towers.

After you've placed all your ramps and obstacles, you can take your car out for a spin on your new stunt arena.

You don't need much speed to make it around the big loop as your car seems to ignore the laws of gravity and sticks to the track.

Go Like The Clappers!

There are six movies that need you for some top class stunt action. And when you've finished a movie, you get to see a trailer of the film. The acting might be dodgy, but that stuntman is great.

▲ *Toothless in Wapping* looks like a terrible *Lock Stock* rip off.

▲ Here's the *Dukes of Hazard* style movie, *A Whoopin' and A Hollerin'*. Great name.

▼ Leap in a tuk tuk and drive around the streets of Bangkok in Blood Oath.

▼ Put on your best *Indiana Jones* hat for *The Scarab of the Lost Souls*.

Conspiracy is the best movie as you get involved in a huge skidoo chase. You can drive 4X4s too.

Drive some classy cars in the final movie, the James Bond style flick *Live Twice for Tomorrow*.

to overtake to van, you soon learn that you were supposed to pull off a huge handbrake turn and steam through a burning barn. "Cut! Too Slow! Take two!" And of course you have to do the whole stunt routine in one go, so you'll be right at the end of the mission with one simple jump to make it over a huge gap in the road. Only you get your line wrong and drive straight into the river. "Cut! Take 3". Argh! Then you start messing up the easy bits at the start. Cut! Take four!" See, he's annoying isn't he? You feel like picking up your pad, chucking it down the bog and pulling the chain till it sails round the u-bend.

...it has that same one more go feeling that you got when you first slipped on Tanner's sweaty driving gloves in *Driver*...

TUK TUKED UP

But even if you did, you'd be reaching down the U bend to grab it again for another bash. It has that same one more go feeling that you got when you slipped on Tanner's sweaty driving gloves in *Driver*. Yes, it's unbelievably frustrating, but the missions are short and fun enough to have another bash and when the climaxes of each stunt are this good, you'd be mad not to try them out. It's worth putting up with the hours of hitting the wrong part of a fence when you get to burn up a snow ramp and smash into a cable car. If you did that in your mum's car it'd be a grave error - but here, the sky's the limit.

Okay *Stuntman* isn't as good as *Driver*, but once you get past the frustration and start doing some spectacular stunts it is loads of fun. And it's oh so satisfying when you finish all the missions in a movie, sit back and watch the trailer of you driving your tuk tuk onto the boat in the *Blood Oath* movie, knowing that the knobhead director has to eat his words.

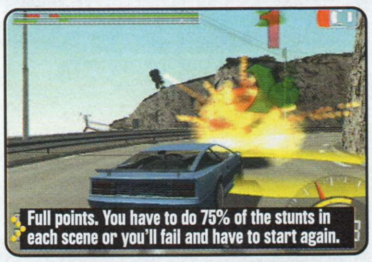
▲ In between each scene, the stuntman lets you in on his secrets. He's the most boring man in world!

Factpack

The stuff you need to know...

Movies:	6
Missions:	24
Cars:	70
Game Modes:	3

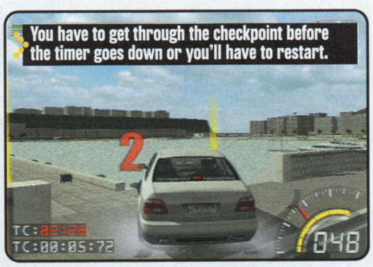
Press L1 on this level and your car will get a nitro blast and fly over the gap in the bridge.



Full points. You have to do 75% of the stunts in each scene or you'll fail and have to start again.

The Best Bit

Watching the trailer. These are actually your stunts, so you'll see yourself mess up before pulling it back for the big stunt.



You have to get through the checkpoint before the timer goes down or you'll have to restart.

Like in *Driver*, there are plenty of driving games to try out, including precision and speed tests..

Judgement

GRAPHICS Like a better looking *Driver* with some great movie sets replacing American cities.

GAMEPLAY The realistic handling makes *Stuntman* frustrating, but it's still a lot of fun..

LIFESPAN The driving games and stunt park creator will keep you busy after the movies end.

It's no *Driver* and the movie director's an idiot, but give it a go and you won't be able to put it down. So annoying, yet so damn addictive.

Overall 82%

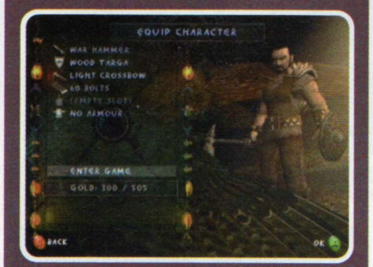
REVIEWER

Dave Harrison

OUT: NOW | FORMAT: XBOX | PRICE: £45 | DEVELOPER: STARBREEZE STUDIOS | PUBLISHER: SWING ENTERTAINMENT | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 020 8324 1323 | PLAYERS: 1

In Germany...

... I am Johan, in England I am John. Yes, the story is told with many faces. A dozen in fact. Yes there's twelve in total and just like real people they've all got different strengths and weaknesses. So to make sure they're kitted out with the best weapons, collect as much gold as possible and go shopping.



▲ This is the warrior you first get to control. At the end of each level, you can exchange all the gold you collected for new weapons and armour.

▲ The hunter is an expert markswoman. She's best at long range fighting but as long as she keeps moving melee fighting isn't a problem.

▲ This is the sorceress who is also reliant on projectile attacks, but these are more powerful than the hunters' and are easier to target.

▲ The controls are bit awkward especially with the jump button being the down click on the right analogue stick. Luckily you do slowly get used to it.

Zounds! Thouest demons of the night will perish anon at the jaggedest edge of minest blade! So pack it in!

Enclave

Lets cut to the chase – *Enclave* is a very good game. As 3D action adventures go this is one of the most absorbing and technically pristine ones we've played. But it seems Starbreeze want to keep all the good stuff their little secret as they've tried their best to hide it all behind a very strange opening.

First up, the name. *Enclave* – the territory of one state surrounded by another. Now it may be relevant to the game but it's not sexy and it's not going to get the blood rushing. Now a game called *Swingy Goblin Masher* on the other hand...

GOBLIN MASHER

Secondly the presentation stinks. Instead of cutscenes you get a voice over as someone turns pages of a book. This is not a world of sorcery and gobliny danger, this is Jacka-bleedin'-nory.

Lastly, the opening level portrays the game as some pissy *Drakan* clone. You start off as a broad sword wielding thug who has to battle his way out of prison. It's repetitive, dull and tricky to handle.

But once the first level finishes everything changes and there's another character to play with – a crossbow carrying hunter. Now instead of running into a clusters of Orcs and flailing with your sword, it's a case of creeping around and taking out the bad guys from distance.

TIGHT AS A BOW

Where the gameplay was dumb, now it's clever, almost like a Middle Earth *Max Payne*. By the next stage you get another character and everything changes again, so soon you can't wait to finish each level to see what you're gonna get next. And what doesn't hurt is that the Xbox throws the huge environments around like an air stream ball.

So the end result is a sweetly balanced, glitch free, graphically tight, intriguing adventure. All tucked away under an opening crust of crap. Interesting.

The Best Bit

Everything clicks into place. Finally you grasp the controls and understand the right way to approach each level.

Jive orcing

In Enclave it's always a case of 'you scratch my back and I'll protect you from a screaming horde of goblins'.

In the second mission you have to protect this flabby merchant. It's best to use the hunter to keep the enemy at distance.

Keep your eyes peeled and try and save any civilians. In turn they'll lead you through the city's short cuts. Result!

You can also unlock access to other characters if you save them from peril. Like this sorceress.

Judgement

GRAPHICS You don't get too close to inspect the details, but all the real time effects work well.

GAMEPLAY With each new character, new life is breathed into a fairly predictable structure.

LIFESPAN There's 24 levels to get through and plenty of replay value thanks to the characters.

Odd. Has many faults but none of them manage to prevent this from being a diverting and crisply developed game.

Overall 80%

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: MELBOURNE HOUSE | PUBLISHER: INFOGRAMES

Men In Black 2 Alien Escape

GamesMaster – protecting the Earth from the spin-offs of the universe...

▲ The thing is...we make this look good, when in fact it's some of the worst scum in the universe. Word.

▲ Go and see the film, buy the single if you fancy, just don't bother with the game. It's a lump of arse.

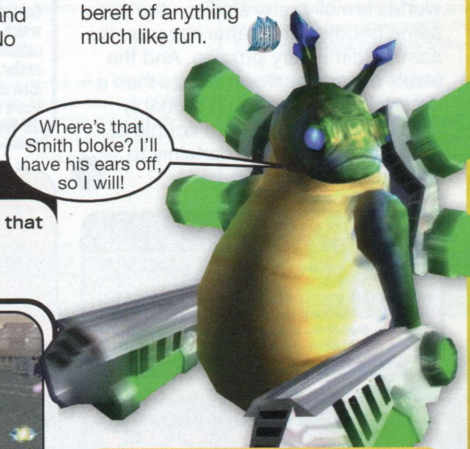
Men in Black was a big hit at the cinema but the PlayStation game never really did it justice. Has the sequel improved matters? Hmm...

Playing as either Agent J or K, you're charged with ridding the Earth of alien scum - by blasting them all to oblivion. Sounds fun, but it's far too limited. The third-person action doesn't work as well as the *Deus Ex*-style first-person view. J and K are slower than stale custard so you often find yourself hemmed-in, unable to defend against the barrage of blows. Three lives and it's Game Over. No restart point. No continues. Not much fun.

You can upgrade your guns by collecting tokens, but one hit and you lose them and picking them all up again is pretty tedious - which pretty much sums up *Men in Black 2*, really. Tedious and ultimately boring.

PROBE PLUS

By your third attempt, you'll be wishing that J and K could be the victims of alien abduction - preferably with a one-way ticket to the anal probe lab. Pretty soon you'll be crying out for some kind of a puzzle or even the tiniest mind stretcher to snap you out of the tedium, but you'll be left sadly bereft of anything much like fun.



Multi Slayer

There's a natty lock-on function that takes care of the multitude of marauders filling the screen.

Hold down the fire button until the indicators appear on the enemy. The longer you hold it down, the more you attach to.

Let the button go and the whole lot of them get vapourised. Often, this is the only way to get out of a sticky situation.

That's what we like to see – a nice empty play area, completely free of alien scum! Right then, let's have a wander about.

Judgement

GRAPHICS Pretty mediocre. There's the odd nice lighting effect, but nothing you haven't seen before.

GAMEPLAY Starts off okay, but swiftly descends into *Duke Nukem* territory. You'll be bored in an hour.

LIFESPAN There's only so much endless blasting you can take without a change of strategy.

It's certainly action-packed, but there's nothing to inspire you. Do yourself a favour and buy *TimeSplitters* instead.

Overall 50%

REVIEWER: Neil Randall

OUT: NOW | FORMAT: PC | PRICE: £35 | DEVELOPER: SEGA | PUBLISHER: EMPIRE

Crazy Taxi

Intrudes upon your social space far less than Crazy Public Transport...

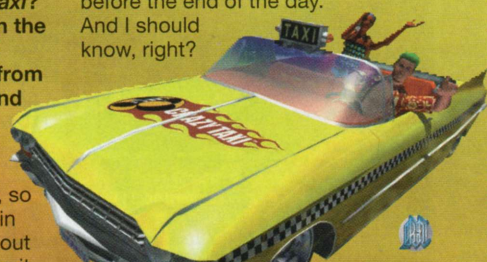
▲ The original and the best of the *Taxi*'s.

▲ An arcadey change of pace for all you PC gamers.

You'll never guess who we had in the back of the cab the other week, Guv. It was only bally *Crazy Taxi*? You know - *Crazy Taxi*. Was on the Dreamcast years back. Yeah? Great. Driving people around from place to place, getting cash and bonus time to go pick up more people all the time. That's the fella.

Was surprised to see him again, so asked what he was doing back in town. Said that he's now come out on the PC. Well I couldn't believe it - a Sega arcade game on the PC? Who would have thunk it?

He's getting on a bit though. I remember when he was the kinda guy who all the girls just flipped over, but he's getting a bit craggy. Still got that glint of fun in his eye though. My missus laaaved him back then, and I think she'd go for him now. Still a lot of fun driving around trying to get as many fares as you can before the end of the day. And I should know, right?



Judgement

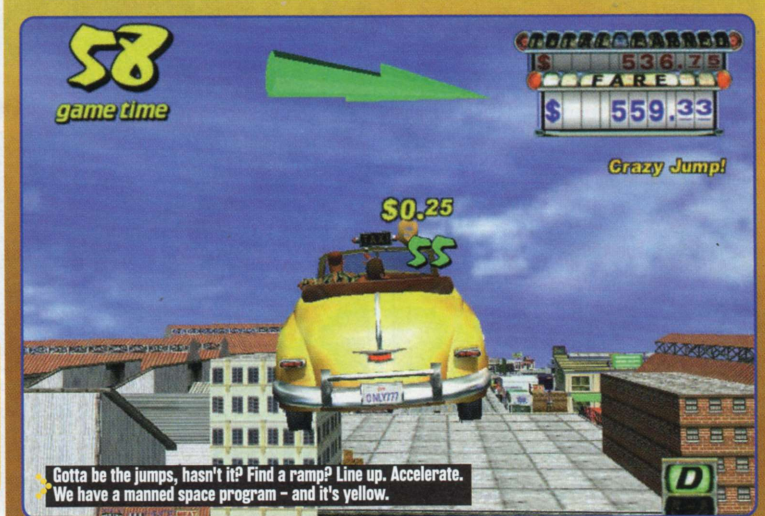
GRAPHICS Lively and well animated, but certainly behind the modern PC game standard.

GAMEPLAY A true original. Still as sprightly as it was on the Dreamcast. Lovely to see it again.

LIFESPAN Hmmm. Good question. Accept its wafer thin arcadian premise and it's fine.

Took a long, long time to get to the PC, and it's working as well as ever. No longer cutting edge, but still a cabs worth of giggles.

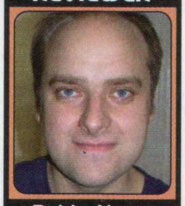
Overall 80%



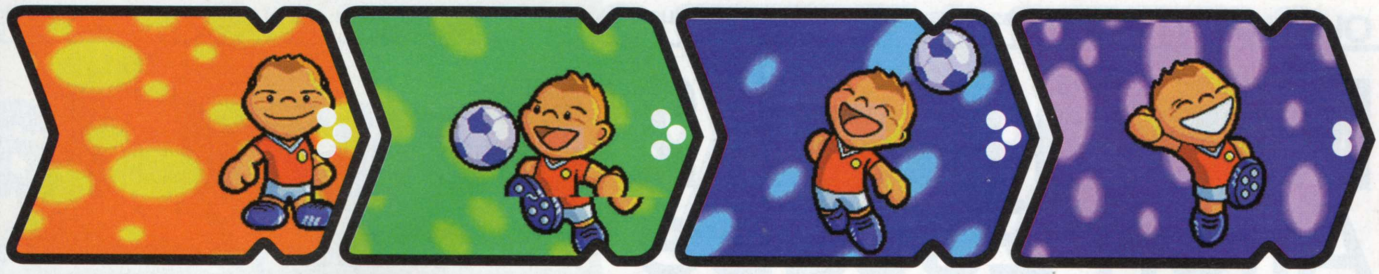
Gotta be the jumps, hasn't it? Find a ramp? Line up. Accelerate. We have a manned space program – and it's yellow.

REVIEWER: Kieron Gillen

REVIEWER



Robin Alway



OUT: SEPT | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** DENKI | **PUBLISHER:** RAGE | **SPECIAL FEATURES:** LINK CABLE | **OTHER FORMATS:** NONE | **CALL:** 0151 237 2200 | **PLAYERS:** 1-4

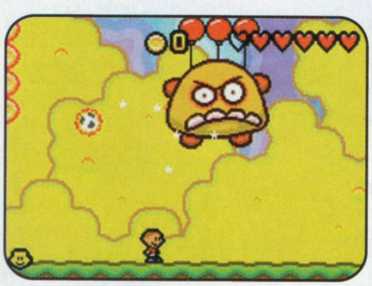
Ball Control

Just like his full-sized counterpart, Mini-Beckham is a bit handy with a ball. And luckily there tends to be one lying around at the beginning of each level. But watch out though: baddies - who have fiendishly footy-themed names like Strika and Winga - will try to "tackle" him and nick it off him.

▲ The ball's main use is for collecting stuff. Simply running into it won't do. You'll need to send the ball arcing gracefully through a line of coins.

▲ Then there are baddies. Jumping on their heads is no use - you've got to boot the ball at them to stun 'em.

▲ The ball's final function is for finishing the level when you punt it into the "goal". Be sure to chip in any bonus balls that are lying around first.



▲ Because it's a footie game the bosses are called "managers". But there's no sign of Sven, just funny looking fellows like this.

It sounds **Japanese**, it looks **Japanese**, it even tastes faintly **Japanese**. But **it's Scottish...**

Go! Go! Beckham Adventure On Soccer Island

The chunky cartoon scenery, the gold coins to collect, the little map that charts your progress, the Lakitu-like mentor, the cheery steel band music. *Go! Go! Beckham!* has clearly been kept in the fridge next to a copy of *Super Mario World*.

LOB MASTER

The difference between this and *Mario* though is that here, rather than a plumber, you play a tiny cartoon recreation of In-ger-lund's skipper. And rather than jumping on baddies to off them you punt a ball. Lots about *G!G!B!* is great. The presentation is ultra-slick, the sound effects are amusing - especially the noises baddies make when you stun them - and, vitally, it's one of those games where you can rack up absolutely massive scores. By the end of the first world, if you've collected all the coins and gems, and spelt out "B-E-C-K-H-A-M" with the the bonus balls, you should be nudging 3,000,000.

BECKSY FOOTBALL

But the other difference between this and *Mario* is that *Go! Go! Beckham!* has about a hundredth of the scope, depth and imagination of the SNES/GBA classic. Six worlds, each with around nine levels and a boss, might sound like plenty, but apart from a change of colour scheme the worlds are all pretty similar - the same baddies, the same hazards, the same rudimentary puzzles. And the levels are so short and empty than a determined player could probably crack through the lot in a couple of days. Its weirdness is certainly to be applauded, though.

Softography

These guys have also made...

Incoming	68%
Savage Arena	60%
Expendiable	55%
Wild Wild Racing	73%
Hostile Waters	92%
David Beckham	61%

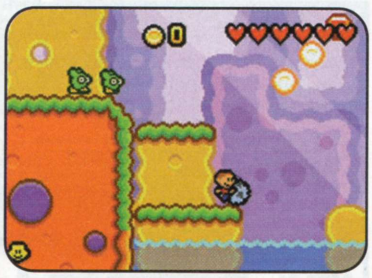
It's-a Me, Becks

If you've already got *Super Mario World* for your GBA, elements of *Go! Go! Beckham* may look strikingly familiar to you.

Here's a handy map to chart your progress through the various worlds and levels. Nice one!

Hitting question mark blocks gets you tips from Lati. Er, Micky. Sorry guv, easy mistake to make with this one.

Collect 100 coins for the Golden Boots, which make collecting stuff easier. Alternatively score eight in the World Cup.



The Best Bit

Piling through big purple caves with the love of a good woman in your heart and belting balls at baddies.

Judgement

GRAPHICS Chunky, colourful, slick, visible and very, very Mario-like. Becks looks cuddly though.

GAMEPLAY Fun at first, but the levels are too samey and lacking in any significant surprises.

LIFESPAN Starts well but after 45 minutes of solid play lets in a Rivaldo equaliser.

Full of promise, this looked like *Mario* with a football but turned out to be a little bit shallow and unsatisfying. Cute but dumb.

Overall 74%

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The Vikings are Back! For centuries Britain has shuddered at the memory of these fearsome Nordic warriors, and their legacy has helped shape the history of the ancient city of York. But the true story of these bloodthirsty invaders and the horror they unleashed on the citizens of York has always been hidden away, until now. The York Dungeon's terrifying new feature GORVIK will for the first time ever tell The Real Viking Story.

ADMISSION PRICES: ADULT: £7.50 • CHILD: £5.50

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0131 240 1000 • 31 Market Street, Edinburgh, EH1 1QB.

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ADMISSION PRICES: ADULT: £7.50 • CHILD: £5.50

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Valid until 30th November 2002.
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SANCTUARIES

The National Seal Sanctuary in Cornwall together with sister Sea Life rescue centres in Oban and Hunstanton annually rescue, rehabilitate and release dozens of injured or abandoned seal pups washed up around our coastline.

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01326 221874 • Gweek, Nr Helston, Cornwall.

The National Seal Sanctuary, set on the picturesque reaches of the Helford estuary, is a haven for some of the marine world's most enchanting creatures.

NEW FOR 2002 – *OTTERS*

The new otter facility highlights the conservation work being undertaken by local environmental groups. Our pair of Asian Short Clawed Otters are ideally suited to life in the public gaze, perfect ambassadors for the conservation cause of otters in the wild, including our dwindling native species, the European Otter.

ADMISSION PRICES: ADULT: £7.50 • CHILD: £5.00

HUNSTANTON SEA LIFE SANCTUARY

01485 533576 • Hunstanton, Norfolk PE36 5BH

Norfolk's leading animal rescue centre cares for dozens of sick, injured and orphaned seal pups every year. The sanctuary offers more than 30 fascinating marine displays and is a haven for some of the marine world's most enchanting creatures, including otters.

NEW FOR 2002 – *SEAHORSES IN DANGER*

Take a peek into the magical world of the seahorse in our feature exhibition. Learn all about our captive breeding programme and the great advances we are making to secure the survival of these endearing, popular but sadly endangered sea creatures.

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01631 720386 • Barcaldine, Oban, Argyll PA37 1SE

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NEW FOR 2002 – *OTTERS*

Come and watch our Canadian otters as they dive and swim in their brand new sanctuary. Otters are ideally suited to life in the public gaze, perfect ambassadors for the conservation cause of otters in the wild, including our dwindling native species the European Otter.

ADMISSION PRICES: ADULT: £6.75 • CHILD: £4.75

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They have blue blood, three hearts and eight legs, and are smarter than the average pet dog. Be truly amazed by the Giant Pacific Octopus.

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BLACKPOOL SEA LIFE CENTRE

01253 622445 • Golden Mile Promenade, Blackpool FY1 5AA

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A gathering of some of the most colourful and endearing creatures of all the oceans. Some seahorses are highly endangered, hence the vital importance of the breeding work that has helped create this great attraction.

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01493 330631 • Marine Parade, Great Yarmouth, Norfolk NR30 3AH

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NEW FOR 2002 – *AMAZING NEW LAIR OF THE OCTOPUS*

They have blue blood, three hearts and eight legs, and are smarter than the average pet dog. Be truly amazed by the Giant Pacific Octopus.

ADULT: £6.00 • CHILD: £4.00

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Don't miss our brand new penguin sanctuary. . . . a superb purpose built facility for these comical but lovable creatures. All of our penguins are accommodated here to ease an overcrowding problem at their former homes.

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Ref: 22/02

REVIEWER

Robin Alway

OUT: NOW

FORMAT: PC
PRICE: £40

DEVELOPER: BIOWARE
PUBLISHER: INFOGRAMES

SPECIAL FEATURES: EDITOR
OTHER FORMATS: NONE

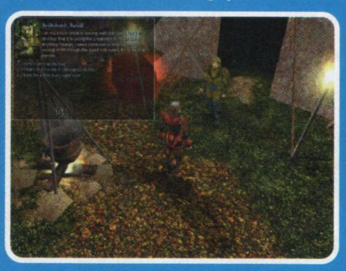
CALL: INFOGRAMES
PLAYERS: 1-64

Story time

Every RPG lives or dies on the quality of its plot. Bioware have lived up to their reputation, overcoming the limitations of the Toolset to come up with a really gripping adventure.

▲ The campaign's plot takes you far and wide around a fantasy world, but begins in the city of *Neverwinter*, where you find a cure for a plague.

▲ Be prepared for treachery and intrigue at every turn. You'll have to be on your toes to keep up with all the names and things you have to find.



▲ Cliché alert! Thankfully, the plot mostly steers clear of stereotypes. And you've always got the option of being rude and just killing everybody.

How many role-players does it take to change a light bulb? Seven. One to be the DM, one to be the healer...

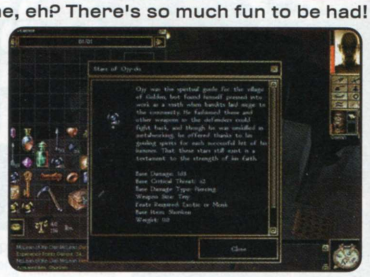
Neverwinter Nights

I am SOOOOOOOO strong!

Ah, the joys of levelling up your character into a superhuman killing machine, eh? There's so much fun to be had!

▲ Fighters can make the most of magic weapons and combat skills to go toe-to-toe with nasty monsters.

▲ Magic-users have hundreds of spells at their fingertips to take down their foes in painful ways.



▲ And where would we be without an armoury of magic hurting-devices to smack up the bad guys?

Forget *Final Fantasy*. No, really, forget it. That's not role-playing, it's some kind of *interactive movie*. This is more like it - full-blooded, dragon-slaying, sword-wielding, spell-chucking dungeon bashing, complicated rules and all.

Softography

These guys have also made...

Baldur's Gate	88%
Baldur's Gate 2	89%
MDK 2	87%
Icewind Dale	55%
Shattered Steel	82%
Fallout 2	87%

The mention of *Dungeons & Dragons* might make you want to turn the page, but we don't care, we're proud beardies. Bring on the goblins!

RENT-A HENCH

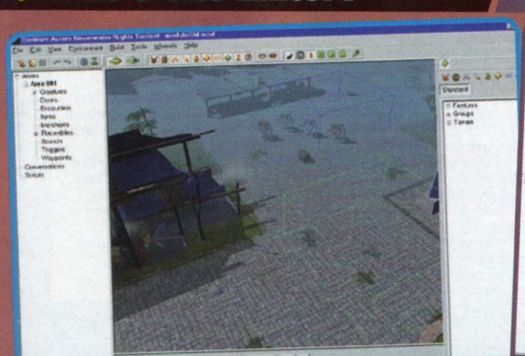
Fans of the *Baldur's Gate* titles in particular would do well to take note: this is Bioware's finest moment yet - and they've had a few fine moments. Sticking with the *D&D* rules they know and love, they've crafted a game with strong single and multi-player sides. The campaign included in the box can be played through on your own with your solo hero (you can hire one henchman at a time to help you out) or with friends co-operatively, and while the former is certainly fun the latter is even more so. If you're lucky enough to have broadband access prepare for hours of entertainment.

WICKED PLONK

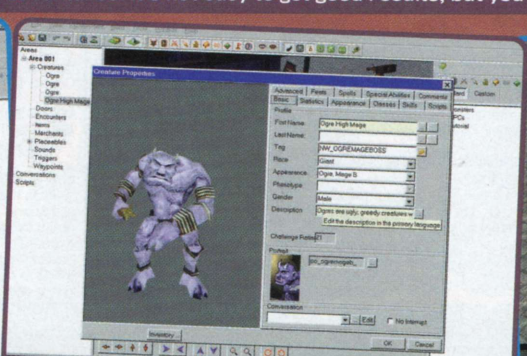
There's even an optional 'Dungeon Master' mode in which an experienced player can take control of the adventure, filling in with conversations if the players are lost and plonking in even more monsters.

Who's The Editor?

The Aurora Toolset is an integral part of *Neverwinter Nights*, giving you the power to create your own adventures. It's not easy to get good results, but you can make something playable in just 15 minutes.



▲ Stick down a standard area using one of the pregenerated tilesets: a nice urban setting will do fine.



▲ A band of unruly ogres should provide a stern test for our brave hero. Naturally, they're guarding a goodie-packed chest.

▲ Load it up in the game to make sure it works... Bingo! Now to go back and add some more details.

Party Time

Co-op multi-player is a right blast, so get your mates' PCs rigged up and play through the story together.

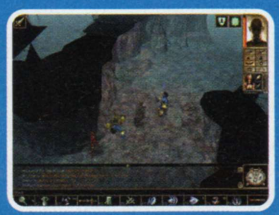
With more of you playing, the game automatically provides tougher enemies to make it a challenge.

Don't let one person do all the hard work while you just grab all the treasure, you greedy, gold grubbing pig. Play nice!

The optional DM mode means one of you has complete power over the others! Be fair, or you'll lose friends.

Wot No Kobolds?

Shockingly, there are no kobolds – those archetypal low-level sword-fodder – in *Neverwinter Nights*. But with a supporting cast like this, who needs kobolds?



▲ Orcs are standard fare, and hold no surprises. Watch out for the boss ones.

▲ You'll have to dispatch plenty of humans who choose to mess with you, too.

▼ Trolls regenerate wounds, so you have to kill 'em quick or burn 'em.

▼ Will those undead never learn? Smack 'em up and make 'em even deader.

Minotaurs are maybe the best animated of the bunch. But they're suckers for a sucker punch.

Uh-oh. Don't mess with bad-asses like this chap. He's so tough he probably smokes human bones.

LOVELY TOOL

The campaign is excellently designed with brilliant writing throughout, making best use of the fantastic visuals. What really sets *Neverwinter* apart from the crowd, though, is its hugely powerful editor. The Aurora Toolset, as it's grandly known, gives you everything you need to whip up your own dungeons, stories and adventures. It's not easy to use by any means, but a bit of determination will see satisfying results. You can then play the modules you make, or stick 'em on the net for others.

> "...the campaign is **excellently designed** with brilliant writing, making best use of the **fantastic visuals**..."

FAIR CURVES

You might be thinking it's sounding a bit complicated - and it is. But not so much that you'll be lost the minute you start playing. So the result is massive depth, and you'll still be learning new things after 20 hours. The learning curve is pretty fair, and you don't have to get a grip on all the complex rules the minute you start. As you only have control of one character, you'll gradually learn how to get the most out of their skills and abilities. Crucial to this is the cunningly designed control system, based around 24 quickslots for items and abilities, and a clever radial menu. Right-click on something and all the relevant options come up.

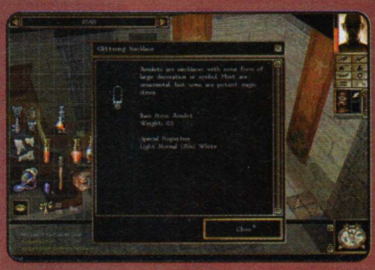
▲ It's like a big glowing ring of endless and unmitigated power. Fancy a slap fight?

The single-player game alone is worth the price of admission for anyone interested in RPGs. The editor, multi-player and the promise of more adventures to come are massive bonuses. How could you even think of giving it a miss?

Factpack

The stuff you need to know...

Hours of adventuring	60-120
Maxiumum character level	20
Spells	Hundreds
Character classes	11



The Best Bit

Coo. There are some smashing graphical effects – if your PC's up to the job. It'll run on a decent PII though.

GAMING GRAIL MASTERPIECE

Judgement

GRAPHICS Even on a fairly modest machine, it'll run okay and still look fantastic. Great effects.

GAMEPLAY Quite hardcore which might put some off straight away. But stick with it!

LIFESPAN With new content going online all the time you should never run out of things to do.

Role-playing at its most beardy and most impressive. Get your goblin suit on and settle down for one of the best RPGs ever.

Overall 92%

REVIEWER

Dave Harrison

OUT: SEPT | FORMAT: GAMECUBE | PRICE: £45 | DEVELOPER: CAPCOM | PUBLISHER: CAPCOM | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 846 2550 | PLAYERS: 1

One house **full of hideous creatures**, untold terrors, skinned **gorillas** and shady characters and it's **not Big Brother...**

Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	91%
Resident Evil 3	93%
Code: Veronica	91%
Onimusha: Warlords	90%

GAMING MASTERPIECE

Resident Evil

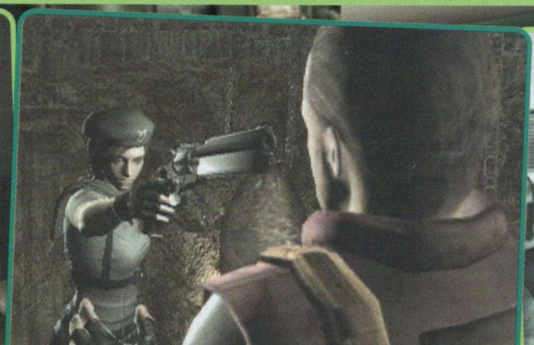
You got to hand it to Capcom. What they've done here is take a six year old game, remake it and sell it back to us for forty quid! What a bit of business! Next they'll try selling sand to the Arabs.

But that's not their biggest trick. The real magic here is that they've taken that game and created an experience that seems as fresh and exciting as anything else you're likely to play all year. There are of course many similarities between this GC version and the PlayStation original. The game is still divided up between Chris Redfield and Jill Valentine, it's

Chubby Checker!

Remember Barry Vickers? Well he's back and once again Wesker is using him as his bitch. Capcom have done little to change the plot (thankfully) but they have improved the voice acting. It's far less hammy than before.

▲ Here's the moment when Barry helps out Jill and hands her the lock pick. Sadly there's no mention about any Master of Unlocking.

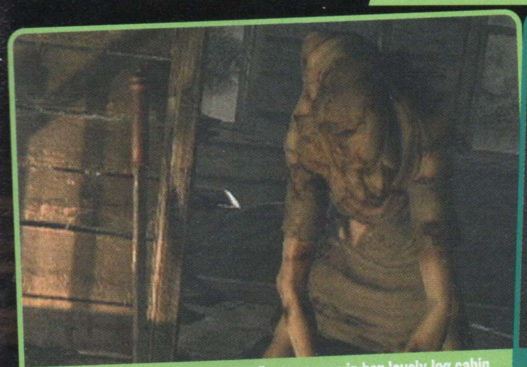


▲ Just like the original game, Barry acts daft the whole game. Do you forgive him and give his gun back? Yep, might as well – you can trust him...

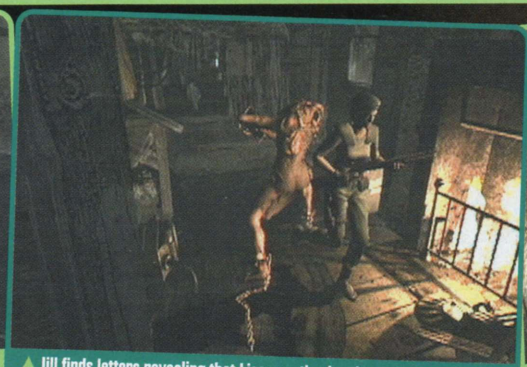
▲ Or can you?! Not only has he eaten all the pies but he's Wesker's bitch! Or is he!? The way you treat Barry influences which ending you get.

Trevor In Chains!

New to Resident Evil folklore is Lisa Trevor who turns up not looking too happy – with a huge eyeball for a back and a big chain to tow huge slabs of concrete. But once she was a sweet young girl... weren't we all.



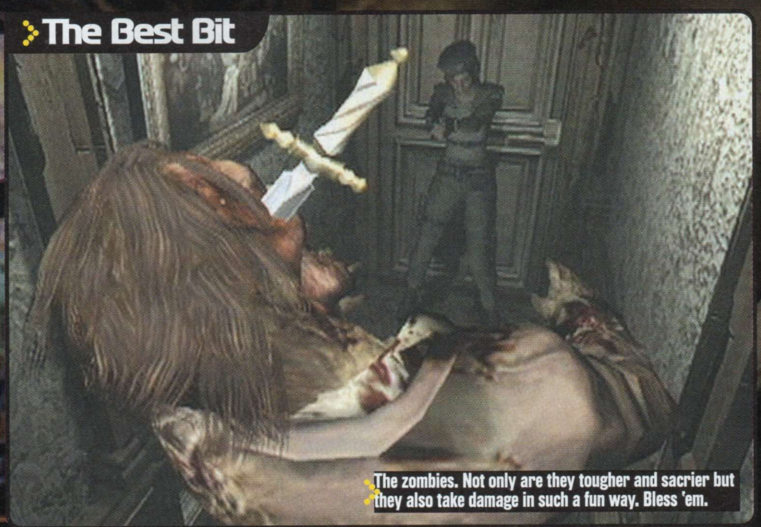
▲ Clearly having a bad face, Lisa first appears in her lovely log cabin with her two fists set in concrete which act as handy weapons.



▲ Jill finds letters revealing that Lisa was the daughter of an Umbrella worker who was kidnapped and then subjected to nasty experimentation.

▲ Here's the final Lisa face-off. You can either kill her with Barry's help or push the stones off to reveal her mother body. Then she just goes off.

The Best Bit



The zombies. Not only are they tougher and sacrier but they also take damage in such a fun way. Bless 'em.

The gore and blood that's sprayed up with each kill is extremely satisfying.

The spiders are big, but not that tough. Keep moving.

Factpack

The stuff you need to know...

Weapons	8
Types of Monsters	12
Endings	4
Worst Voice Actor	Wesker

▲ One disappointment is that the apart from the openining cut scene the FMVs are not that spectacular. There's a nice one with Jill chucking her guts up after squishing a zombie's head, but that's about it.

still the Spencer Mansion - and it's pretty much the same plot. But don't for a second think that if you've already played the original *Resident Evil* that you won't get anything out of the GameCube version. There's completely new fangled puzzles to frustrate, original areas to explore, fresh creatures to shoot and loads of juicy info on Umbrella. It's feast of fresh excitement, thrills and fear.

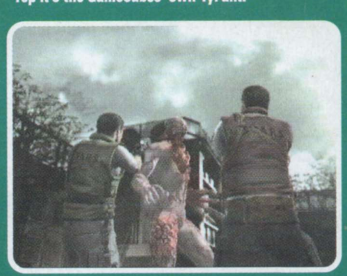
BARGAIN HUNT

The most obvious difference is the format. Rather than the 1996 PlayStation version, Capcom have the power of 2002 GameCube to conjure their little shop of horrors. And it looks incredible. They've stuck with the pre-rendered backgrounds which many talk about like they're a bad thing. But *Resident Evil* works so effectively with a static camera - hiding the next face-eating terror just out of frame - that it doesn't need the camera spinning about. It also allows them to layer the detail in big thick helpings with their magic trowel, with each corridor cluttered with more tat than you'd see on a couple of series of Bargain Hunt.

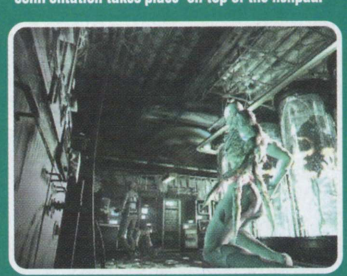
Sprinkled onto this are real-time

Spoiler Ahoy!

▲ Hello smiler! Recognise this cheeky chappy?! Yep it's the GameCubes' own Tyrant.



▲ Just like the first game, the final Tyrant confrontation takes place on top of the helipad.



▲ He's a big fella but once you get used to his attack pattern he's pretty easy to take out.

Safari So Goodie!

If it's not the zombies giving you a hard time, there's a cuddly collection of plump nightmares of nature who want a piece as well. It's Resi's own Safari!

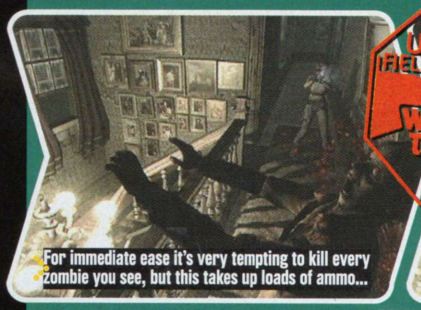
This is Neptune and he resides in the flooded basement areas of the mansion with his little buddies. We're talking 40 odd foot of flapping fish with scarier teeth than Ronaldiniho.

The first boss battle you face is against this charming snake called Yawn. If you get bitten you have to quickly find a specific serum as the normal blue herb won't do the trick.

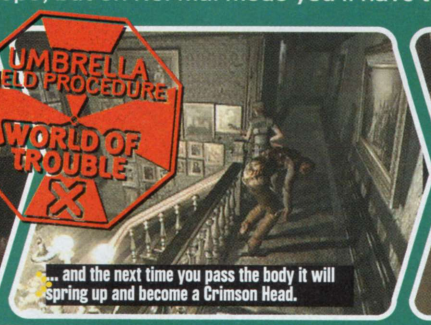
Everyone loves spiders... don't they?! Well this dirty rascal is about four times the size of Jill. And when you finally kill him, he explodes into loads of normal size tarantulas. Brilliant!

The Do's and Don't of Zombie Care

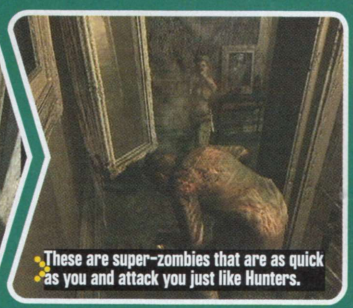
How far you go in *Resi* depends a lot on how you deal with the zombies. On the Easy level, you should have enough ammo to cope, but on Normal mode you'll have to play it smart...



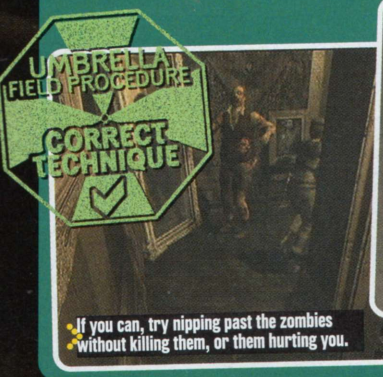
For immediate ease it's very tempting to kill every zombie you see, but this takes up loads of ammo...



... and the next time you pass the body it will spring up and become a Crimson Head.



These are super-zombies that are as quick as you and attack you just like Hunters.



If you can, try nipping past the zombies without killing them, or them hurting you.

Or if you have to kill them, burn their corpses with some petrol.

Better still take their heads off with the shotgun. It looks great and they won't get back up.

Ginger Warrior!

The first major task is to collect four death masks which are then placed on these statues in a new crypt area.

Each mask is missing a part of the face so you have to match them up to the corresponding face on the crypt wall.

Once all four are in plac, this metal cofin is released. Inside is the first ever Crimson Head and he's not best pleased.

When the T-Virus has time to incubate, it gives the infected host super-human abilites and strength. And a healthy colour.

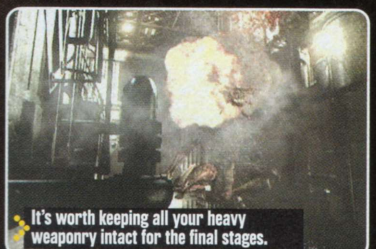
Jaws Too!

One of the scariest segments in the game is when you enter the flooded basements to face the sharks.

The first trick is to get to the control in one piece, which is tough as you've got to wade through waist high water.

Then you have to drain the tank before the sharks batter their way through the observation windows. Just like *Jaws 3D*.

Once the water's drained, they're quite literally like a fish out of water and one shot to the head will suffice.



It's worth keeping all your heavy weaponry intact for the final stages.

particle effects like dripping water and dust clouds alongside delicate lighting effects and suddenly this flat pre-rendered facade springs to life, crawling around Jill and Chris like a permanent menace and generally giving out bad vibes. This is a game with so much atmosphere that not only can it be cut with a knife but it can then be spread on crumpets or used in cooking.

The action though remains stubbornly similar to the other *Resi*'s. The characters are quite limited. They can shoot, they can run and they can pick stuff up. Consequently the main meat and potatoes of the action revolves around these key life skills.

BRAZILIANT!

The big difference centres around the zombies, cos they've made them scary again! In the first ever *Resi* they were new and having a lump of rotting flesh trying to eat you is always going to be a bit unnerving. Come *Resi 2*, they were familiar but large in number and so still carried some threat. But by the time of number *3* and *Code Veronica*, you almost felt sorry for them. Shuffling along, whining about their joints and their shabby clothes, they were just like your granddad. So just like all old people should be put into a home so must every zombie be laid down to rest with a couple pops of your Berretta. This is not the case with the GameCube zombies. The lads are incredible - World Cup winners in soaking up bullets, using stairs and gobbling you up with two munches – they are the Brazil of zombies.

Suddenly just getting between rooms becomes an epic tale of the human spirit. Your ammo peters out and your health starts to ebb - it's survival horror at its purest. While *Resi 3* was like shooting fish in a barrel and *Code: Veronica* more orienteering than horror, this is intense, messy and more importantly, scary. This is the game that has brought the bite back to series.

> "...slashing at your neck they're **right in your face** but there's little point in **running away** as they're **just as fast** as you..."

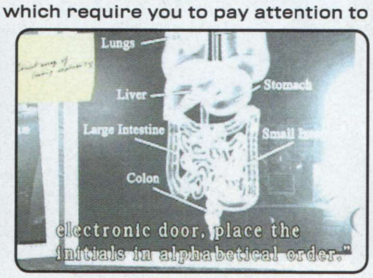
EXTRA ZOMBISH

We're still not finished with the zombies though, as they just keep on giving and giving. In the original, when you shot a zombie it might hop up for one last effort but after that it was dead and the body disappeared. This doesn't happen on the GameCube. The first bit is just the same - shoot a zombie enough and it sinks to the floor - but now the corpses don't disappear. They remain there as you trot back and forth collecting your Wolf Medals and the like - almost becoming part of the furniture. Then just as you're getting a bit complacent they leap back up - and this time they're pissed off. Slashing at your neck they're right in your face but there's little point running away as (get this) they're just as fast as you!

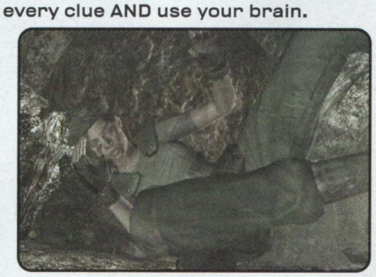
Illogic Puzzles!

There are some very tough puzzles which require you to pay attention to every clue AND use your brain.

Even the jigsaw puzzles take more thought than you'd probably expect from a *Resi* puzzle.



Most of them make sense once you've paid attention to all the clues and every detail.



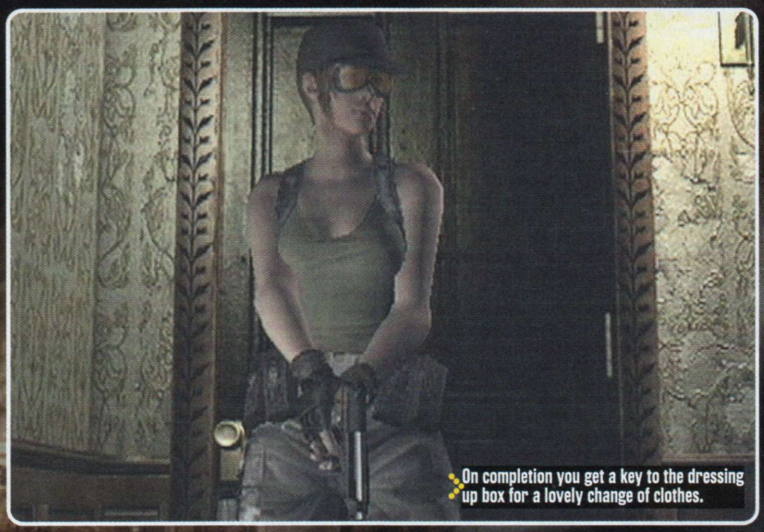
The other tests include shoving statues and diving out the way of falling boulders.

Refresh yourself

Don't fret about the zombie count because Capcom have scattered some survival weapons about the house. For Jill these consist of daggers and tazers, and if you're caught by a zombie or dog the weapon will automatically be used helping you to escape the evil grasp without losing any health.

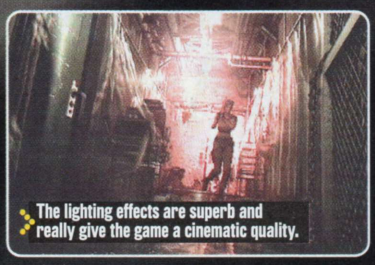
▲ Jill comes equipped with knifes and tazers. The knives give you a chance to escape the nasty's clutches and remains in their head. Lovely touch.

▲ Tazers are far more powerful and can finish off a weakened zombie and really roast any Chimeras that pull you up to the ceiling.



On completion you get a key to the dressing up box for a lovely change of clothes.

There's a good use of mirrors in this game which makes you forget it's all pre-rendered



The lighting effects are superb and really give the game a cinematic quality.

Lettuce All Run Very Quickly!

Half the house is clogged with the vines of a huge mutant plant and there's an easy and hard way to get rid of it.

▲ Here's the mother of all pot plants. Plant 42. And it's a bitch to defeat if you plan to do it with a gun.

▲ The best way is locate the roots, make yourself a nice little poison and do a spot of gardening.

▲ Even then it takes a little help from Barry and his flame thrower to make this violet finally shrink.

CLAMMY JOY

These resurrected nasties are known as Crimson Heads and are they the biggest stars of the whole game. Guaranteed to put the wind up any gamer and pull it out the other end, they make sure that even when you're armed with a grenade launcher and a shotgun each corner is approached with trepidation and a clammy joypad. There are, however, ways to dispose of the zombies once and for all. Firstly you can burn the corpses with the help of a lighter and a hip flask of petrol - which is fun but takes patience; take their heads off with a shotgun - which is also fun but uses up valuable ammo; and lastly leaving them be. Yep, it may sound daft but it's actually better to have corridors littered with shuffling zombies that can be avoided (with a bit of skill and luck) than risking the wrath of the Crimson Heads. Crazy! And that's the beauty of the game. The emphasis is on your survival rather than capping ass. If you want a bullet frenzy, go and play *MOH: Frontline* or something equally trigger happy.

BETTER THAN GEX

There's little doubt in GM's mind that this the best *Resident Evil* so far. It takes the framework of number one, the intensity of number two and the puzzles of three to create an experience that *Resi* fans will lap up like Cujo with a thirst on.

But it is still is *Resi*. Underneath the new improved chassis is the same engine with it's strange take on a control system and sudden death just when you don't need it. This is a game that takes patience, skill, some more patience, precision, a dash of patience and lastly some patience. So if you're the type of gamer that thinks *Max Payne* is a bit too pedestrian, think twice before playing *Resident Evil*.

This game is a gem. This is development at its most complete and blessed. It obviously isn't the most original but when every other game seems to be *Nicky Obscure's Pro 4x4 Snow Soccer*, the release of games like this should be celebrated with ticker tape and a merry dance. So far the GameCube line-up had been dominated by bright and breezy games with monkeys in balls and helpful plants, but all that has been changed with a big dollop of grown-up, dirty, steaming evil that has been neatly moulded into one of the best games you'll play. Go get.

The Cat's Wesker

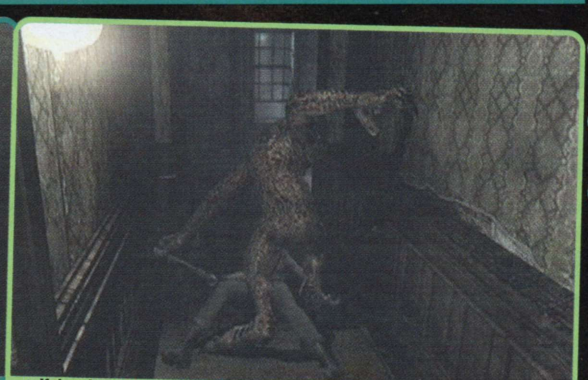
Wesker is back with exactly the same role he had in the original. But we learn much more about him this time, info that helps us understand what he's up to when he turns up in Code: Veronica. He's not working for Umbrella it seems, he's just out for himself.

▲ Here's a lovely picture of your team leader Weasker haning out with the Umbrella scientists!

The Demon Frogs

The biggest disappointment are the Hunters. Despite being the most lethal monsters in the game they still look a man dressed up as a frog.

▲ It's best to have good clear look at the hunters as they tny to leap the last few yards and take your head off. Even if your health is absolutely fine.



▲ If they don't take your head off with one swish of their clawed hand, they pin you down and try and take your throat out. They're ever such friendly coves.

Judgement

GRAPHICS A superb mix of real time particle effects and stomach churning animation.

GAMEPLAY The old faithful laced with some groovy new tricks, but scarier than ever before.

LIFESPAN There's a sure 30 hours gameplay here and that's not including the replay value.

It's back, it's angry, it's a got a bone to pick and it's out to give the GameCube a bad name. An essential purchase.

Overall

94%

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REVIEWER

Tom East

OUT: NOW

FORMAT: PS2
PRICE: £40
DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS
SPECIAL FEATURES: NONE
OTHER FORMATS: PC
CALL: 01926 814 132
PLAYERS: 1-4

Factpack
The stuff you need to know...

Cars	42
Championships	13
Circuits	38
Murders	1

A racing game with **personality**? Or a racing game with a bizarre, **crowbarred-in storyline**?

TOCA Race Driver

A nice yellow sports car, yesterday. And look, there's a red one in the background too! Yippee!

Go, Speed Racer!

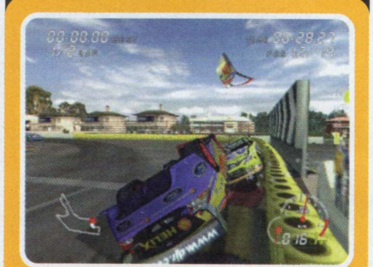
Now we're no longer stuck in the world of *TOCA*, this version features a whole load of cars to burn round the track and wreck realistically. What would sir like to drive today?

A Mini perhaps? None too speedy, and the front wheel drive's a bore, but it's perfect for pretending to be in *The Italian Job*.

How about the AC Cobra? Sounds like a turbocharged lawnmower and handles like a possessed supermarket trolley. We like it. A lot.

The trouble with a lot of touring cars is that they look like your dad's car customised. Give us one of these crazy rocket-type things instead.

Crunch!



Cars flip, glass shatters and a door pirouettes gracefully through the air. Someone's going to be mighty sore in the morning.

Another ace flip with some fab dislocation action.

Some people are never happy with their lot. You see it all the time. Soap stars who decide they'd rather be pop stars. Works if you're Kylie, but how many of us are Kylie, eh? Exactly!

Then you have pop stars who want to be actors, goalies who want to take penalties, and now we have *TOCA Race Driver*, a racing game that wants to be - ick - an interactive movie. Which strikes me as being on a par with Michael Schumacher moonlighting as a dustman. So, while the aim of the game is to - naturally - become the greatest race driver in the world, progression is accompanied by the tale of you as Ryan McKane, spiky-haired young upstart with a whole plate of chips on his shoulder.

JAB SOME BUTTON

There's death, betrayal, dodgy dealings and then some, as you go from being hired for your first race through to the eventual championship showdown. The story's bearable, the camera-work nice, but it feels like a tacked-on extra, begging you to jab the Start button and get on with the racing. Which is quite good but not dazzling. The elements of a top-class racer are there in abundance. *TOCA*'s crammed full of cars, real-life tracks and championships, with so much variety that the *TOCA* name seems more than a little out of place. There are 13 in total, every one opening up a dizzying array of locations and a fleet of speedy cars, each susceptible to loads of realistic damage.

BAD WEATHER

But will you want to play it to the extent where you've unlocked

The replays look absolutely splendid, but the frame rate's throttled back to match the movies. Ouch.

Don't you know it's all going to go horribly, spectacularly pear-shaped in a minute? We can't watch.

Heavens, this is beginning to look like the car park queue outside the local multiplex. Give me thrills!

Lights, Camera, Action!

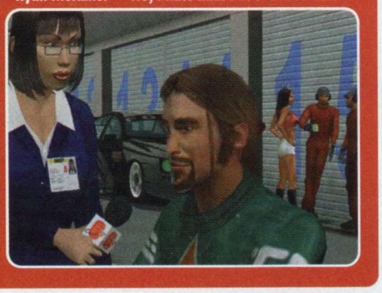
Yes! It's a racing game with a story! A ludicrous idea, clearly. Here's what doesn't happen.

▲ "Jeez, someone's put jam in my helmet! I'll never avenge my dad's death and win the championship!"

▲ "I'm gonna make you an offer you can't refuse kid. Either win all your races or sleep with the fishes."

▼ "But I can't win the race *and* give you a lift to the Kenny Rogers gig!" "Your choice young 'un..."

▼ "I'm the evil English driver." "Super, do you like Ryan McKane?" "No, I hate him. I'm *evil*. You dolt!"



The Best Bit

Slamming into another driver and getting away with it. "I like your style", says your mechanic – he's going to have to work late though.

Softography

These guys have also made...

Mike Tyson Heavyweight Boxing	n/a
Operation Flashpoint	n/a
LMA Manager 2002	88%
Prince Naseem Boxing	35%
Colin McRae Rally	82%
TOCA World Touring Cars	80%

everything? The races are nicely done - good individual performance for each car, polished but far from spectacular graphics (but abysmal weather effects) - and there's a decent selection of individual challenges to win yourself extra cars, but *TOCA*'s so focused on its straight-to-video story that it forgets to make you feel like you've ever achieved anything.

...your grid position is dictated by how well you did in the last race. The better you do the further back on the grid you go...

GOOD, BUT NOT RIGHT

You win a race and it's straight to the garage for the next one. You win a championship and it's back to your virtual office. The only real feedback you get for doing well is progression in the story. And irritatingly, your grid position is dictated by how you did in your last race. The better you do, the further back on the grid you are for the next race. It might work for the arcade craziness of *F-Zero X*, but in a supposedly realistic racing game it feels plain stupid. If the work that's gone into *TOCA*'s story element had been put into the game itself, we might now be saluting the PS2's best racing game. Instead we're lightly applauding a rather good one.

Watch Out!

The chase view – Standard arcade procedure. Good for gauging damage, but you lose the feel of speed and handling.

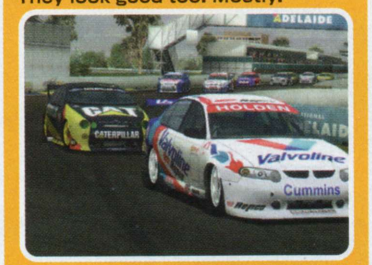
The bonnet view – great sense of speed and 'being in the car'. Handy for judging your damage too. The choice of champions.

The in-car view – nicely detailed, but who ever uses it eh? Not us. Not you. NO ONE USES IT! So why bother with it?

The rear view: Two uses. For spotting when people get this close behind you, and for helping you crash into barriers.

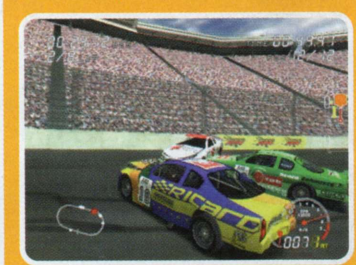
Circuit City

TOCA's assortment of tracks to thrash around is enormous. They look good too. Mostly.



▲ The draw distance is massive. Brilliant for anticipating where you want to be on the track.

▲ Going off-track hammers your speed. No shortcuts for you – stick to the tarmac chum.



▲ But the crowds are flat and rubbish-looking. Still, who wants to look at them anyway?

Judgement

GRAPHICS Crisp and detailed, lovely damage system, but absolutely awful weather effects.

GAMEPLAY Fast, aggressive driving action with much variety and highly scaleable opponent AI.

LIFESPAN With all those cars, tracks and championships *TOCA* should keep you going for ages.

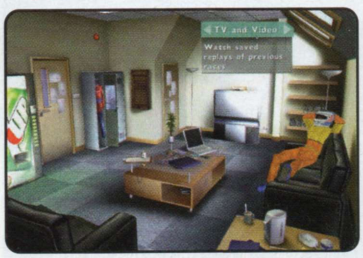
It's well worth a spin, but *TOCA* could do with less story and more work on the in-game experience. Not the best PS2 racer.

Overall 79%

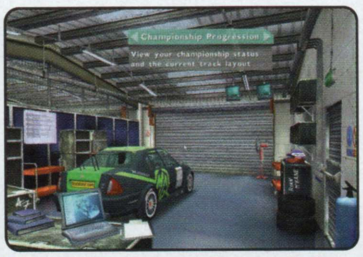
Menu, sir?

Forget about straightforward options. *TOCA*'s menus are three-dimentional. Confused? You may be.

▲ The main menu, cunningly disguised as your office. You select the computer to get on with it.



▲ Can't be doing with the championship? This is where you can set up your own races and replays.



▲ The garage. Tweak your car if you want. But forget about improving your grid placing. You can't.

REVIEWER

Alex Cooke

OUT: June | FORMAT: PS | PRICE: £30 | DEVELOPER: STUDIO 33 | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0207 859 5000 | PLAYERS: 2

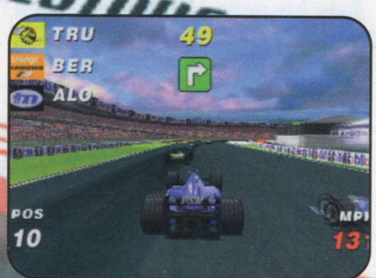
Brake Out!

Forget the exhausting quest for racing perfection, because *Formula One Arcade* is like a driving instructor with a death wish. Rush across the grass, it doesn't care. Hit a wall and your wheels will feel a bit wobbly and a voice might tell you to be careful but it's nearly impossible to wipe these machines out.

▲ Without any flashy motion blur you can tell how fast you are going by the little white lines streaming out behind the car.

▲ These giant tyres tell you that you have improved your grip by collecting another power-up. It's just like a monster truck.

▲ Pick-ups don't get much more useful than the auto-drive function which takes the wheel for you if you start to get a bit wobbily.



▲ The strange view of you car looks more like classic racer *Pole Position* than an F1 motor.

Sunday drive **grab your sandwiches** as F1 goes for fun in a **reckless race for wreckage.**

Formula One Arcade

Formula One games come and go as quickly as those constantly crashing, totally unknown Minardi drivers. Every month another one pops onto our screens, loaded with mapped tracks, detailed cars and yet another licence.

TRACK & FAILED

So how in a world of seat-gripping rally games and full throttle street speedsters does this non-contact, low excitement sport still sell by the bucket (seat) load? The answer is realism, because everyone wants the chance to be Schuey or Mikka enjoying life in the fast lane.

So while the rest of the world drives for believable action, Sony have decided to make their F1 racer an realism free zone. Instead of grease and gears, this track test is all about picking up those power-ups and ramming your rivals off the road. You don't need to worry too much about the brake pedal either because the track action is of the simple type with bouncy kerbs and an almost indestructable car.

TRACK ATTRACTION

The result is a racer that somehow manages to suck all the fun out of dull old Formula One. Try and overtake and the car is dragged to the racing line by a strange kind of spooky gravity. It makes over-taking tricky and pulls you away from the power-ups you need to win these far-too-easy races. It wouldn't be so bad if you could turn the feature off, but you can't so you end up turning the game off instead.

Without going the whole hog and arming the cars or chucking in crumple zones and spectacular crashes, *Formula One Arcade* is an average racer with little imagination in a flogged to death formula. Is there any mileage left in F1?

Softography

These guys have also made...

Destruction Derby Raw	88%
G-Police	84%
G-Police 2	90%
Formula One '99	85%
Newman Haas Racing	78%
Formula one '97	92%

Wacky Tracky!

All of the 17 courses in *Formula One Arcade* have been mapped on the real world famous circuits but they seem a bit narrow for overtaking.

Slipstreaming your rival racer gives you a boost of extra speed to overhaul and overtake the slowly moving car in front.

All 22 of the drivers have genuine F1 racers' names even if these wheel men are last year's drivers. Boo, cheapskates!

It is short of a proper season long championship but you can unlock later courses if you keep winning your races..

The Best Bit

End up with your nose in the wall or your tail up in the air and nothing dents or breaks. Hooray!

Judgement

GRAPHICS Smooth enough with good car models but the angle makes them look like tractors.

GAMEPLAY Realism free racing with a predictable bunch of uninspiring power-ups and tracks.

LIFESPAN The tracks are accurate and the teams are here but it's easy and won't last long.

A strange middle of the road racer with real cars, real tracks and real drivers but unreal handling and drab upgrades.

Overall 62%

OUT: NOW FORMAT: GC PRICE: £40 DEVELOPER: PUZZLEKINGS PUBLISHER: ACCLAIM

ZooCube

The animals came in **half by half**, hurrah! It's a like a **diet Bible!**

▲ When you get to point where there are several animal shapes stacked you have to shuffle cleverly.

▲ Each stage is set in a different part of the world so it's like a turf war on a global scale. Kinda...

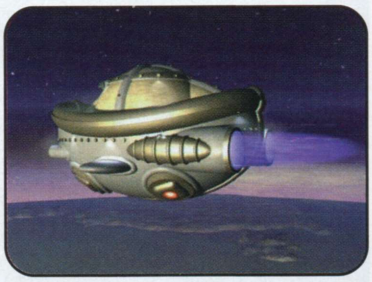
If we were wearing hats we'd take them of to *ZooCube*, as you can't fault it for originality.

The idea is that you control a magic cube, which you can flip round on its axis. Advancing on three sides of the cube are animal shapes which are stuck to the cubes' sides.

OXEN CUBES

Your job is to match two of these shapes to complete the animals which then float away into space. The trick is shuffle the animal bits so they match up nice and neatly. You get the picture?

The result is 3D stacking game which works nicely, is very colourful, has a healthy learning curve and is fairly addictive - all the major elements that a puzzle game really needs. The problem is we really can't see many of you spending £40 on it. It's fun and will entertain in short bouts but it's hardly with cluttering your GC with and is far more suited to the GBA.



Telling Tales

It seems that every puzzle game now has to come complete with a plot to justify it's existence. Let's see them try it with crosswords.

In the case of *ZooCube* a Dr. Buc has been researching into animal shapes. Surely that can't be entirely ethical?

Consequently he's turned all the worlds animal into nuggets. Not those ropy fast food ones, but bona fide big chunks.

So what you have to do is gather them back into proper animal sizes and save them from space. Obvious really.

Judgement

GRAPHICS Bright and colourful but the overall presentation is far from inspired. Naff menus too!

GAMEPLAY Takes a bit to get your angles sorted. Very playable but not exactly an essential.

LIFESPAN You could easily lose an hour or so to this but not much more. Fails to grip entirely.

A pretty competent and unique animal friendly puzzler, it's just not really all that much to get excited about.

Overall 62%

REVIEWER: Dave Harrison

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HANDHELD HEAVEN

The very latest Game Boy Color **and Advance** games gathered together in one **red hot** section! Only in **GamesMaster!**

DEVELOPER: TIERTEX PUBLISHER: LEGO PLAYERS: 1-2

Lego Football Mania

How do people with no knees play football? Well, on the evidence of *Football Mania* they can't. At all.

It's only six aside, and the few team-mates you do have either crowd excitedly around the ball or stand staring into space. So when you arrive goalside there's no one to cross to. You just have to punt it at the goalie, hope he fumbles it and bang home the rebound. The CPU players don't seem to have cottoned on to this, however - in all the time we played they didn't score once.

▲ And how do you make a football from Lego bricks? That's what we'd like to know.

Simplistic controls, jerky animation and dopey AI.

12%

DEVELOPER: KONAMI PUBLISHER: KONAMI PLAYERS: 1-4

Maniac Racers Advance

Konami plunder their back-catalogue again, this time dusting off an old Game Boy effort called *Motocross Maniacs*.

It's now in colour, and organised into jolly Mario-Kart-style cups, but the basic side-viewed bike-riding underpinnings remain unchanged. And? Well, it's really boring. You only have limited control over your bike - you must angle it correctly for landings, and use turbos to clear jumps and get round loops. But there's little, if any, steering . And some of the backgrounds are so garish that it's dead tricky to see what's going on.

► The original black-and-white version was, if anything, much more entertaining.

It'd take a zillion types of power-up to update this idea.

45%

DEVELOPER: DISNEY PUBLISHER: UBI SOFT PLAYERS: 1

Disney's Lilo and Stitch

Swoon! A Disney game that isn't a platformer! Or, at least, it has got platforms in, but there's a twist.

You start off controlling a heavily-armed Stitch in a *Probotector*-style shoot-'em-up. After a bit, you switch to Lilo and it goes all *Prince of Persia* sneak-and-leap. So, no collecting-a-hundred-medallions-for-an-extra-life. No runaway mine carts. And no slippy ice. There are even some *Tempest*-like shooting levels. Furthermore, the animation is top-drawer, and it's surprisingly challenging to play. Only thing is, once you've finished it you're unlikely ever to switch it on again.

No, we're not sure why one of the characters is named after an inflatable bed.
Or why the other one's named after a surgical procedure.

A big hand for an imaginative use of a licence.

79%

DEVELOPER: TREASURE PUBLISHER: SWING! PLAYERS: 1-2

Tiny Toons Adventures: Buster's Bad Dream

Spoken of in reverential tones by hard-core gamers, Japanese developers Treasure have always refused to conform.

With games like *Mischief Makers* on the N64 and *Bangai-O* on the Dreamcast they've stuck resolutely to 2D, preferring to divert all available processor power into throwing as many baddies at you as possible. That makes them perfect GBA developers, and *Buster's Bad Dream* is just great. It's a sort of scrolling beat-'em-up, but you've got to tackle dozens of baddies at once, stringing together combos for maximum carnage. The use of Tiny Toons characters is spot-on, too.

▲ They might look cute, but they're easily riled.

Original, manic and hugely compulsive.

88%

REVIEWERS: Jonathan Davies

DEVELOPER: ARTOON PUBLISHER: SAMMY PLAYERS: 1

The King Of Fighters Ex Neoblood

The late, sorely missed Neo Geo Pocket Color (sniff) got a cartoony, super-deformed take on the *KoF* series - and jolly good it was too - but the GBA version is more akin to the original arcade fighters.

It's not clear what "EX" stands for. Etruscan Xylophone? Earwig X-ray?

It's certainly an intricate game, with team play, Strikers (you select a second character who you can summon onto the screen at times of crisis), and Counter/Armour modes, where you can increase your character's offensive capabilities at the cost of defence, or vice versa.

Its Achilles heel, though, and it's a shame to pick one oout, are its graphics. They look good in stills, but see 'em moving and you won't be impressed at the almost complete lack of character animation, or the dearth of parallax and 3D effects in the backgrounds. Still, you can't have it all, I suppose.

◀The contenders look a bit tall and gangly, don't you think? Like an anorexic basketball team.

Hard-core fighting for the devotee, with slightly iffy graphics.

72%

DEVELOPER: CAPCOM PUBLISHER: CAPCOM PLAYERS: 1

Megaman Battle Network 2

If you're already intimate with the first *Battle Network*, the sequel will hold few surprises. So if you're hankering for further blue-robot-based internet escapades it's the perfect solution.

This is what the inside of a computer looks like. Apparently. Hey, let's have a look...

If *Battle Network 1* passed you by, however, perhaps it's time to (cough) "jack in" to Capcom's cyber-savvy RPG series. Set in a *Tron*-like computer world, it replaces orcs and goblins with computer viruses. Battles are halfway between turn-based and real-time, letting you pause to switch weapons and tactics but requiring swift reflexes as you dodge enemy attacks. It's a bit different. "Special", if you like. (Unless, of course, you've played the first game.) Entertaining computer-themed role-playing, quite unlike anything else.

The best way to deal with computer viruses is with big guns. Big sticks suit us though.

▲Possibly not the world's most successful chat-up line.

Great graphics, flawed gameplay. A crying shame.

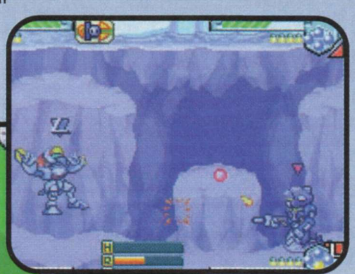
83%

DEVELOPER: NATSUME PUBLISHER: UBI SOFT PLAYERS: 1

Medabots AX Rokusho Version

The most impressive thing about *Medabots* is the theme tune - presumably sampled from the original anime series. After that it becomes a weird blend of *Pokémon*, *Robot Wars* and *Smash Bros*.

First, you assemble a pair of robots from a selection of parts. There are 3.9 million combinations, we're told, although we haven't tried them all yet. Then you send your robots into battle against CPU-controlled teams in a series of high-speed, largely incomprehensible battles in platform arenas. Although it's practically impossible to tell what's going on most of the time, Medabots is still quite good fun. But, while it looks like an RPG, it doesn't seem to have a story to speak of, so you just fight one battle after another.



Different bits give you different moves, activated with convoluted button combinations.

▲This ice arena is all a bit slippy-slidey for comfort. But once you get used to the skids you'll be giving it the old Torville and Dean as you mince up the opposition.

Confusing robot battling action. An acquired taste.

69%

DEVELOPER: REBELLION PUBLISHER: EA PLAYERS: 1

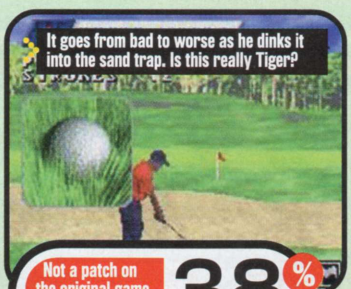
Tiger Woods PGA Tour Golf

Eurch. Stick with Mario Golf for the GBC - they've sliced this one straight into the rough.

For a start, the graphics are shoddy. The view stays the same no matter which way Tiger's facing, and it's hard to see whether the ball's landed on the fairway, in a bunker or in the neighbours' back garden. The swingometer is clumsy and unclear, and doesn't appear on the screen till you've started swinging. The physics is all over the place - the ball either rolls jerkily along for ages, or stops dead. There are no trees or other obstacles. And the putting is way too easy: on our first go we got an Albatross, whatever that is. And there's only one course! For goodness sake.

Tiger addresses the ball on the fairway with the flag in full and easy view.

But oh my golly gosh, he's shanked it into a spot of rough by the footpath.


It goes from bad to worse as he dinks it into the sand trap. Is this really Tiger?

Not a patch on the original game. Steer well clear.

38%

OUT: AUG FORMAT: PS2 PRICE: £45 DEVELOPER: CAPCOM PUBLISHER: CAPCOM

REVIEWER: Dave Harrison

The great thing about dinosaurs is that they're already extinct so you can shoot as many as you like. Ace!

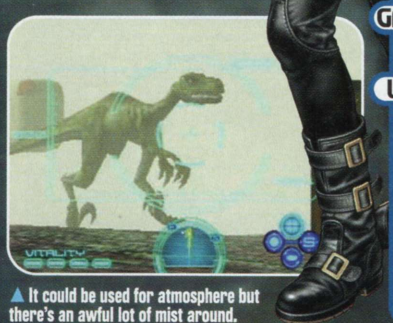
Dino Stalker

Folk who lurk outside **reptiles' houses** and **rifle their trash?**

It seems that Capcom are determined to make light-guns and survival horror go together. They've had a couple of stabs with *Resident Evil Gun Survivor* and now it's the *Dino Crisis* universe that has been plundered for *Stalker*.

The good news is that what didn't work with *Resi* works slightly better here. Instead of shuffling zombies and dark corridors, this has raptors that are as fit as a butcher's dog and a nice tropical island. This idyllic setting is yours to explore and roam free, as unlike many other lightgun games you're not set on rails and can choose your own path.

The result is a bright and breezy shoot-em-up that keeps everything simple and fun - but ends up being repetitive because of it. Also moving and shooting with either the G-Con light-gun or joypad never really convinces. Expect Capcom to stubbornly continue with their genre cross-breeding but let's hope the results get slightly better than this.



▲ It could be used for atmosphere but there's an awful lot of mist around.

Judgement

GRAPHICS The landscapes are not merely for effect, but this is mainly bright and bold stuff.

GAMEPLAY Restricted by the limits of the lightgun, so is always going to end up repetitive.

LIFESPAN Not the biggest game ever but with action light and fluffy there is some replay value.

Much fun than the *Bum Survivor* efforts, but Capcom still have work to do to make this a winning formula.

Overall 65%

REVIEWER

Richard Melville

OUT: NOW FORMAT: GC PRICE: £45 DEVELOPER: SOFTWARE PUBLISHER: ACTIVISION

Forget **strip poker**, why not use playing cards to **kill farting goblins**?

Lost Kingdoms

Softography
These guys have also made...
- King's Field IV 39%
- Tony Hawk's Pro Skater 2 ..... 91%
- Spider-Man 82%

Playing cards can be fun. In times of boredom, poker is a laugh, strip poker is even funnier and Tarot dealing is weird. Actually, forget Tarot as it's only performed by old ladies in tents and is boring. Sadly, the same rule can be applied to the first proper RPG on GC.

At first glance you'd be forgiven for thinking that *Lost Kingdoms* is a standard action RPG with *Final Fantasy*-style characters. Your Kingdom has been surrounded by the terrible Black RPG Fog which kills any villagers that go near it. To protect your people you've got to battle enemies with a deck of cards. Yes, that's right. Throw a specially selected spell card on the ground and you'll summon a beast or magical attack. The problem is that, should you choose the wrong cards or use attacks too frequently, you'll be left with nothing to defend yourself with. Imagine battling with three beasts and a boss only to run out of cards during the final stretch. Then imagine chewing on the joypad cord in pure frustration and manically

Deck 'em all!

Before going to battle, look at your cards and check that you've got spells for every occasion. Naturally, 'scissor, paper, stone' rules apply but you can pick healing cards too. At the end of each level you can randomly select extra cards, strengthening your deck and making you extra tough to beat.

▲ Pick a card, any card and you'll be given an extra creature or ability to take to the next level.

Play a wolf card and Katia will morph into a howling bea for a few seconds, taking huge swipes at all enemies.

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

GTA 3	(PC)	93%
GRAND PRIX 4	(DC)	91%
ZOOCUBE	(GBA)	89%
DELTA FORCE: URBAN WARFARE	(PS)	87%
AGGRESSIVE INLINE	(PS2)	86%
GT CONCEPT 2002	(PS2)	85%
F1 2002	(PS2)	82%
BUFFY THE VAMPIRE SLAYER	(XB)	80%
LE TOUR DE FRANCE	(PS)	77%
PRISONER OF WAR	(PS2)	71%
JAMES BOND: AGENT UNDER FIRE	(GC)	75%

FREEKSTYLE	(PS2)	74%
LEGENDS OF WRESTLING	(GC)	71%
SCOOBY DOO	(PS2)	71%
HUNTER: THE RECKONING	(XB)	64%
BARBARIAN	(PS2)	60%
VIRTUA STRIKER 3	(GC)	59%
DETECTIVE BARBIE	(PS)	51%
DRAGONBALL Z	(GBC)	40%
SLAM TENNIS	(XB)	37%
ARMY MEN: WORLD WAR	(PC)	15%
SVEN'S WORLD CUP CHALLENGE	(PC)	07%

SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01753 756 100
PLAYERS: 1-2

▲ Katia picks up a card, not knowing that it's her only way of escaping the black fog that surrounds her kingdom. No, she doesn't use it as a fan.

▲ As you throw your cards to the ground, they'll eventually burn and disappear. Use them wisely, or you'll have to head back to the start of the level.

giggling at the nonsense dialogue from the villagers. Unlike other RPGs, there really is no need to engage in conversation unless you need a hint.

Trading card connoisseurs and any RPGers after something a bit different will get the most out of *Lost Kingdoms*. But for gamers after a *Final Fantasy* scale epic, the card collecting can seem a bit limiting, especially when teamed up with slow moving characters and eye rollingly long random battle intros.

...imagine battling with three beasts only to run out of cards in the final stretch...

Judgement

GRAPHICS Pretty but bland levels spoil the impressive enemy characters. Shame.

GAMEPLAY Original and enjoyable if you can get into the whole card collecting copncept.

LIFESPAN OK – if you can deal, ahem, with the card throwing action instead of proper combat.

An average RPG which doesn't offer the depth or glitz that *Final Fantasy* manages. Add more to the score if you're a card worrier.

Overall 68%

And if we've missed anything here's our...

Reviews Round-up

OPERATION FLASHPOINT: RESISTANCE 80%

Rock hard expansion pack that plonks your military team on new islands with an array of fresh helicopter based missions. You'll even get a chance to drive a school style bus.

FORMAT: PC BY: CODEMASTERS PRICE: £20

DAIKATANA 45%

Old fashioned FPS that looks hugely dated compared to the likes of *Soldier of Fortune 2*. Irritating gameplay means that only reason to invest is to see just how far FPS games have moved on.

FORMAT: PC BY: SOLD OUT PRICE: £5

CIVILIZATION 2: CALL TO POWER 81%

Building worlds and managing society has never been cheaper, unless your last name is Bush. *Civ 3* may be miles ahead of the game but for amateur God wannabes, *Civ 2* is a great start.

FORMAT: PC BY: MINDSCAPE PRICE: £35

GORE: ULTIMATE SOLDIER 38%

A blood filled frenzy that wants to be like *Serious Sam* so much it hurts. Chunky enemies and unrealistic physics spoil any feeling of violent satisfaction. Get *Serious Sam* on budget instead .

FORMAT: PC BY: MINDSCAPE PRICE: £35

ZANZARAH: THE HIDDEN PORTAL 45%

A 3D RPG adventure with *Pokémon* elements, based around a land inhabited by fairies and elves. Odd FPS battles break up the adventure but RPG fans are unlikely to appreciate the mix.

FORMAT: PC BY: THQ PRICE: £30

MASTER RALLYE 67%

Hectic off and on road racing with sports cars and 4WD trucks. *Master Rallye* has wide tracks and mud splattered powerslides but doesn't offer the depth of a *McRae* or a *V Rally*.

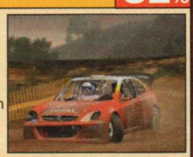
FORMAT: PS2 BY: MICROIDS PRICE: £35

C12 FINAL RESISTANCE 75%

Impressive sci-fi shooter from the makers of *Medievil*. Brilliant lighting effects and heaps of explosions mark one of the last great shooters ever to reach the old grey box, bless it.

FORMAT: PS BY: SONY PRICE: £20

WORLD RALLY CHAMPIONSHIP 82%



Realistic rally sim which lets you speed through Welsh countryside and pretend you really are a professional powerslider. At a Platinum price, Worth buying even if *Colin McRae 3* is on the way.

FORMAT: PS BY: SONY PRICE: £20

CRASH TEAM RACING 82%

Sony's biggest platform hero takes to the track in this great looking kart racer. With some tricky tracks and a battle mode, it's the best kart game on PSone. Not a patch on Mario Kart though.

FORMAT: PSX BY: SONY PRICE: £10

NEXT GENERATION TENNIS 2002 65%

Average tennis sim with real players, real courts but few innovations to make this a good alternative to *Virtua Tennis*. *NGT 2002*'s complexity makes it clumsy to play.

FORMAT: PC BY: WANADOO PRICE: £30

SEVERANCE: BLADE OF DARKNESS 73%

Codies' medieval adventure owes a little to *Tomb Raider* but the array of ridiculous sized swords and blades mean that slicing enemy hordes is great stress relief. Go on, mince another sir.

FORMAT: PC BY: SOLD OUT PRICE: £5

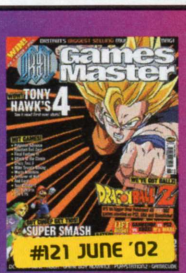
THIEF: THE METAL AGE 84%

Classic must-have sequel which sports stealthy gameplay and killer visuals. One of the few PC classics that hasn't yet made it to a console. If you've got a spare fiver, this is how to spend it.

FORMAT: PC BY: SOLD OUT PRICE: £5

HALF LIFE GENERATION	(PC)	91%
V RALLY 3	(GBA)	85%
SMASH COURT TENNIS: PRO TOUR	(PS2)	83%
BREATH OF FIRE 2	(GBA)	83%
MOTO GP: URT	(XB)	83%
BLENDER BROS	(GBA)	81%
SOLDIERS OF FORTUNE 2	(PC)	81%
UPLINK	(PC)	80%
SPIDER-MAN: THE MOVIE	(GBA)	80%
METAL SLUG	(PS)	77%
FIREBLADE	(PS2)	76%

V RALLY 3	(PS2)	75%
FREQUENCY	(PS2)	75%
BRITNEY'S DANCE BEAT	(PS2)	72%
COMMANDOS 2: MEN OF COURAGE	(PS2)	72%
SHEEP	(GBA)	71%
CIRCUS MAXIMUMUS	(XB)	58%
DAVID BECKHAM SOCCER	(XB)	54%
DIE HARD: NAKATOMA PLAZA	(PC)	49%
SOLDIERS OF FORTUNE: GOLD	(PS2)	40%
TO OVERDRIVE	(PS2)	35%
JET ION GP	(PS2)	18%



SUPER SMASH BROS MELEE	(GC)	94%
FINAL FANTASY X	(PS2)	92%
TEKKEN 4	(PS2)	92%
VIRTUA FIGHTER 4	(PS2)	91%
PIKMIN	(GB)	90%
MEDAL OF HONOR: FRONTLINE	(PS2)	89%
DUNGEON SEIGE	(PC)	87%
KLONOA: EMPIRE OF DREAMS	(GBA)	86%
FINAL FANTASY ANTHOLOGY	(GBA)	83%
RED CARD	(PS2)	81%
GRANDIA 2	(PS2)	81%

BLOODY ROAR: PRIMAL FURY	(GC)	79%
MX 2002	(XB)	77%
THE SIMS: ON HOLIDAY	(PC)	76%
GUN VALKYRIE	(XB)	74%
MIKE TYSON'S BOXING	(PS2)	72%
KESSEN 2	(PS2)	72%
WOLFENSTEIN 3D	(GBA)	68%
UFC TAPOUT	(XB)	67%
F1 2002	(XB)	65%
TETRIS WORLDS	(PS2)	41%
ICE AGE	(GBA)	24%

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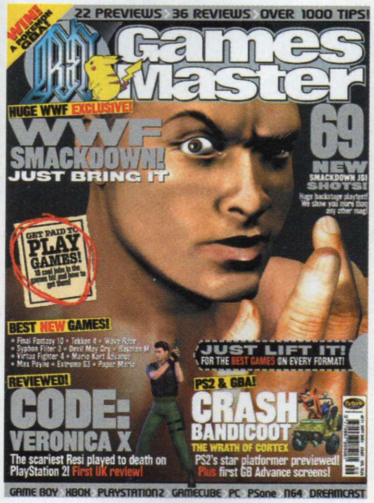
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PS2's star platformer previewed! Plus first GB Advance screens!
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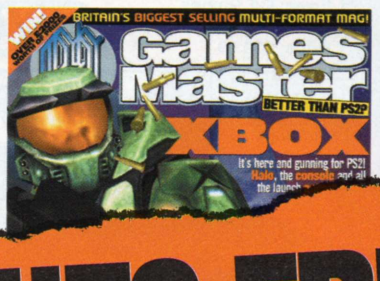

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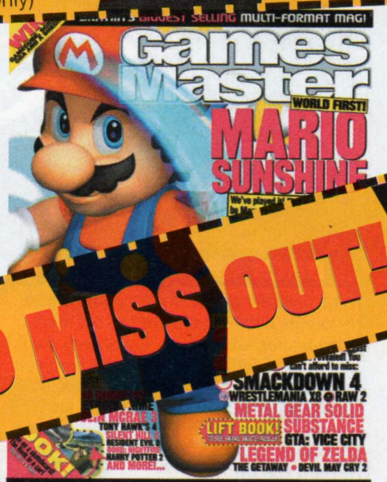

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HARD WAR

Ninty are advancing! This third party has been taken over by Gamecube peripherals. But Xbox and PC have gatecrashed the show!

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HEAD TO HEAD

4GAMERS WHEEL

A tiny little wheel to go with your tiny little Cube. It looks pretty good and even better the handling is pretty smart too. But there is no D-pad, which is annoying when trying to select options.

From: 4Gamers
Contact: 0870 241 5014
Price: £29.99

61%

TOP DRIVE PRO

Plop Drive more like. This wheel looks decent, but it won't make you feel like a pro racer as you have to slam it close to full lock to make it around the easist corners. And the rubber smells.

From: Logic 3
Contact: 0208 902 4422
Price: £39.99

49%

VERDICT:

...Okay, having to plug in a seperate controller every time you want to cycle through the options is annoying, but the 4 Gamers racing wheel handles far better than the abysmal Top Drive Pro.

WAVEBIRD

At last, a wireless pad that actually works. It's taken Ninty expertise to make it happen. You can walk out of the room, even your house with no loss of control. No UK date yet so you'll have to pick up an import one to ditch ye olde cables.

From: CA Games
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92%

XBOX ARCADE STICK

Just try playing *Halo* on this one stick wonder. Only joking. This is for combo heavy beat-'em ups like *Dead or Alive 3*. It looks plasticky and the clicky buttons are a bit too far apart, but once you've re-configured them, this works quite well..

From: Logic 3
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GBA FLO LIGHT

This is called the Floodlight in America. It makes sense as when you clip it on you'll feel like you're playing GBA in the middle of Old Trafford. We tested it out on *Harry Potter* and we could actually see where we were going.

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GAMECUBE SCREEN S

This looks like a classy black number, but we knew something was up when we switched on the GameCube to the sound of a chorus of farty bass. The visuals are a little fuzzy, but the crackly sound will make you shiver. And it's not RGB Scart.

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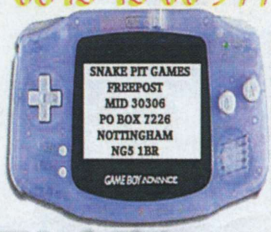

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Mind you when you actually get to know them, you'll find out that they're mean little gits armed to the teeth (If worms had teeth, that is) with guns, bombs and, erm, anvils. And even though their lastest game, *Worms Blast*, is a puzzler they're still panning the crap out of each other as after matching up some *Bust-a-Move* style balls you blast your opponent with your weapons.

And the good news is that these little fellas could be yours for free if you win this competition. Well, maybe you'll have to shell out for a second class stamp, but that's not going to kill you. Yep, win this competition and you'll get a PS2, a GameCube and a copy of *Worms Blast* for each console. Even better we've got another 28 copies of the game for runners up, so 14 lucky gits will win *Worms Blast* on PS2 and another 14 will get the GameCube version.

All you have to do is answer the simple question below, fill in the form, stuff it in an envelope and get it to us by 9 September.

Which of the following is a *Worms* game?

a) Worms Armageddon
b) Worms In the Garden
c) Worms Legageddon

BUFFY THE VAMPIRE SLAYER

What is Buffy's main weapon called?

a) Mr Pointy
b) Mr Hoity Toity
c) Mr Stick

WIN!

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FREEKSTYLE

What sport is Freekstyle based on?

a) Superbikes
b) Speedway
c) Motocross

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TINY TOON ADVENTURES BUSTER'S BAD DREAM

What kind of creature is Buster?

a) Chicken
b) Rabbit
c) Horse

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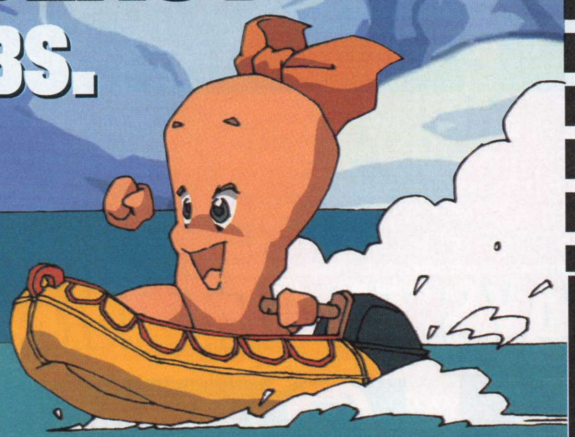

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Worms – Which of the following is a *Worms* game?
a) Worms Armageddon ☐
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GC – What is the name of the main character in *Lost Kingdoms*?
a) Katia ☐
b) Frank ☐
c) Reginald ☐

PS2 – What sport is Freekstyle based on?
a) Superbikes ☐
b) Speedway ☐
c) Motorcross ☐

Xbox – What is Buffy's main weapon called?
a) Mr Pointy ☐
b) Mr Hoity Toity ☐
c) Mr Stick ☐

PC – What colour are the taxis in *Crazy Taxi*?
a) Italy ☐
b) Ireland ☐
c) Russia ☐

GBA – What kind of creature is Buster?
a) Chicken ☐
b) Rabbit ☐
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LOST KINGDOMS

What is the name of the main character in *Lost Kingdoms*?

a) Katia
b) Frank
c) Reginald

WIN!

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CRAZY TAXI

What colour are the taxis in *Crazy Taxi*?

a) Yellow
b) Black
c) Blue

WIN!

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Final Fantasy 10:
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GTA 3:
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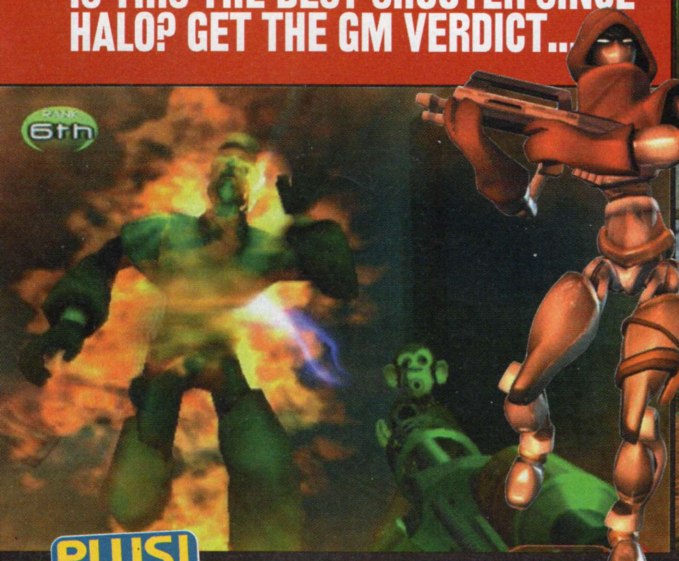

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A = 01
A Bug's Life
Abe's Exoddus
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Ace Combat 3
Ace Combat 4: S. Skies
Action Man
Action Man Dest. X
Advance Wars
Age of Emp.2: Conqueror
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Age of Empires
Age of Empires 2
Age of Wonder
Agent Under Fire
Air Force Delta Storm
Airblade
Aladdin: Nasira's Rev.
Alex F's Player Man.2001
Alex F's Player Manager
Alien Resurrection
Alien Trilogy
Alone in the Dark 4
Alundra
Alundra 2
Amerzone
Amped Snowboarding
Ape Escape
Arc The Lad
Armoured Core 2
Army Men 3D
Army Men RTS
Army Men Sgt's Heroes 2
Army Men S's Heroes
Army Men: Land Sea Air
Army Men: Lock & Load
Army Men: Omega Sold.
Army Men: World War
Atlantis
Atlantis 3: New World
Azurik: Rise of Perthia

B = 02
Baldur's Gate: Dark All.
Banjo Kazooie
Batman and Robin
Batman Vengeance
Battle Tanx Global Ass.
BIG: SSX Snowboarding
Black & White
Blade
Blood Omen 2
Blood Wake
Bloody Roar: Primal Fury
Bond: Agent Under Fire
Bouncer
Breath of Fire
Breath of Fire 3
Breath of Fire 4
Brian Lara Cricket
Britney's Dance Beat
Broken Sword 1
Broken Sword 2
Buck Bumble
Bugs & Taz: Time Busters
Burnout

C = 03
C&C: Red Alert
C&C: Red Alert 2 Y's Rev.
C&C: Retaliation
C&C: Tiberian Sun
C.Bandicoot: W.of Cortex
C-12 Final Resistance
Caesar 3
CAPCOM vs SNK 2
Carmageddon
Carrier
Champ. Manager 2000
Champ. Manager 2001
Champ. Manager 98
Champ. Manager 99
Chase the Express
Chicken Run
City Crisis
Civilisation 2
Civilization 3
Code Veronica X
Colin McRae Rally
Colin McRae Rally 2
Colony Wars
Colony Wars Red Sun
Command & Conquer
Commandos 2
Commandos Beh. Lines
Conkers Bad Fur Day
Constructor
Cossaks: European Wars
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bandicoot XS
Crash Bash
Crash Team Racing
Crazy Taxi
Crazy Taxi 2
Cricket 2002
Croc
Crusaders of M&M
Crystal Pokemon
Curse of Monkey Island
Cutthroats

D = 04
D Mirra BMX: Max Remix
D. Nukem: Time to Kill
Dare Devil
Dark Alliance
Dark Cloud
Dark Summit
Dave Mirra BMX
Dave Mirra BMX 2
David Beckham Soccer
Dead or Alive 2
Dead or Alive 3
Delta Force
Delta Force 2
Desperados
Destruction Derby Raw
Deus-Ex
Devil May Cry
Die Hard Nakatomi Plaza
Die Hard Trilogy
Die Hard Trilogy 2
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Dino Crisis
Dino Crisis 2
Disc World 2
Discworld Noir
Donkey Kong 64
Doom
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z
Dragonball Z: Final Bout
Draken: Ancient Gates
Driver
Driver 2
Dropship
Ducati World
Duke Nukem
Duke Nukem: L.of Babes
Dukes of Hazzard
Dune
Dungeon Keeper
Dungeon Keeper 2
Dungeon Siege
Dynasty Warriors 2
Dynasty Warriors 3

E = 05
Ecco the Dolphin
ECW Anarchy Rulz
ECW Hardcore Rev.
Eighteen Wheeler
Empire Earth
Escape Monkey Island
Eternal Ring
Eve of Extinction
Evergrace
Evil Dead
Evil Twin
Exhumed
Extermination
Extreme G 3

F = 06
F1 2000
F1 2001
F1 2002
FA P. Lgue F'ball Man.'01
FA P.Lgue F'ball Man.'00
FA P.Lgue F'ball Man.'02
Fear Effect
Fear Effect: Retro Helix
FIFA 2000
FIFA 2001
FIFA 2002
FIFA 99
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 4
Final Fantasy 5
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
Formula 1 2001
Freestyle Scooter
Frontline (M. of Honor)
Fur Fighters
Future Cop LAPD

G = 07
G1 Jockey
Galerians
Gangsters
Gangsters 2
Gauntlet Legends
Gauntlet: Dark Legacy
Genma Onimusha
Giants: Citizen Kabuto
Godai: Elemental Force
Golden Sun
Goldeneye
Gotham Racing
Gran Turismo
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto
Grand Theft Auto 2
Grand Theft Auto 3
Grandia
Grinch
GTA: London 1969
Gun Griffon Blaze
Gun Valkyrie
Gundam Battle Assault

H = 08
Half Life
Halo
Harry Potter
Harvest Moon
Harvest Moon: Homeland
Headhunter
Heart Of Darkness
Hercules
Herdy Gerdy
Hidden & Dangerous
Hitman
Hogs of War
House of the Dead 2
Hunter: The Reckoning

I = 09
I.Jones: Infernal Machine
In Cold Blood
Independence Day
Int. Super Soccer
Int. Track & Field
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job

J = 10
J McGrath's S'cross World
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
James Bond: 007 Racing
James Bond: Goldeneye
James Bond: T.W.I.N.E.
Jedi Knight 2
Jedi Power Battles
Jedi Star Fighter
Jet Set Radio
Jet Set Radio Future
Jurassic Park: Lost World

K = 11
Kengo: M. of Bushido
Kessen
Knockout Kings 2001
Knockout Kings 2002

L = 12
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Legacy of Kain
Legend of Dragoon
Legend of Zelda
Legends of Wrestling
Lego Racers
LMA Manager 2001
LMA Manager 2002
Lotus Challenge
Louvre: The Final Curse
Luigi's Mansion
Lylat Wars

M = 13
Madden NFL 2002
Mario Kart Super Circuit
Martian Gothic
Mat Hoffman's Pro BMX
Max Payne
Maximo
MDK
MDK 2
Mech Commander
Medal of Honor
Medal of Honor Front.
Medal of Honor Underg.
Medal of Honor: All. Ass.
MediEvil
MediEvil 2
Men in Black
Men In Black: Crashdown
Metal Gear Solid
Metal Gear Solid 2
Metropolis Street Racer
Midnight Club
Midtown Madness 2
Mike Tyson Boxing
Millenium Soldier Ex.
Mission Impossible
Monkey Hero
Monkey Island (Escape)
Monster Rancher
Monsters Inc
Mortal Kombat Trilogy
Moto GP
Moto GP 2
Mr Moskeeto
Mummy
Mummy Returns
Munch's Oddysee
MX 2002
MX Rider
Myst

N = 14
NBA Courtside 2002
NBA Showtime
Necronomicon
NHL 2002
Nomad Soul
No-One Lives Forever
Nuclear Strike

O = 15
Oddworld: M's Oddysee
Oni
Onimusha Genma
Onimusha: Warlords
OO7 Agent Under Fire
Operation Winback

P = 16
Parasite Eve 2
Paris-Dakar Rally
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Pikmin
Pirates: Leg. of Black Kat
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Stadium
Pokemon Stadium 2
Pokemon Trading Card
Pokemon Yellow
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Premier Manager 98
Premier Manager 99
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Project Gotham Racing
Project IGI

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R = 18
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Rallisport Challenge
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Rayman 2
Rayman Advance
Rayman Rush
Ready 2 Rumble 2
Ready 2 Rumble Boxing
Red Alert 2
Red Card Soccer 2003
Red Faction
Res. Evil: C. Veronica
Res.Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil: Dir's Cut
Return to C. Wolfenstein
Ring of Red
Robot Wars
Rogue Leader
Rogue Spear
Roller Coaster Tycoon
Ronin Blade
Rumble Racing
Rune: Viking Warlord

S = 19
S Palmer's Snowboarder
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Shadow Man 2
Shadow of Memories
Shadowman
Shenmue
Shenmue 2
Shogun: Total War
Silent Bomber
Silent Hill
Silent Hill 2
Silent Scope
Silver Pokemon
Sim City 3000
SimCity 2000
Simpsons Wrestling
Simpsons: Road Rage
Sims
Sims Hot Date
Sims House Party
Sims Livin' It Up
Sims on Holiday
Skies of Arcadia
Smackdown
Smackdown 2
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soccer America: Int. Cup
Soldier of Fortune
Soldier of Fortune 2
Sonic Advance
Sonic Adventure
Sonic Adventure 2
Sonic Adventure 2 Battle
Soul Reaver
Soul Reaver 2
Space Channel 5 Part 2
Space Invaders
Spec Ops: Covert Assault
Spec Ops: Rangers Elite
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spiderman The Movie
Splashdown
Spy Hunter
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
Spyro the Dragon
Spyro: Season of Ice
SSX - Snowboarding
SSX Tricky
Star Trek: Invasion
Star Wars - Obi Wan
Star Wars Jedi P. Battles
Star Wars Jedi Starfighter
Star Wars: Att. of Clones
Star Wars: Clone Camps.
Star Wars: Gal.B'grounds
Star Wars: Jedi Knight 2
Star Wars: Phantom M.
Star Wars: Racer
Star Wars: Racer Revenge
Star Wars: Rogue Leader
Star Wars: Rogue Squad.
Star Wars: Star Fighter
State of Emergency
Street Fighter Alpha 3
Stronghold
Summoner
Super Mario
Super Mario Advance
Super Mario Advance 2
Super Monkey Ball
Super Smash Bros Melee
Super Smash Brothers
Supercar St. Challenge
Syphon Filter
Syphon Filter 2
Syphon Filter 3

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Tekken 3
Tekken 4
Tekken Tag Tournament
Tenchu 2
Tenchu: Stealth Assassins
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The Bouncer
The Italian Job
The Mummy
The Mummy Returns
The Simpsons: Road Rage
The World is not Enough
Theme Hospital
Theme Park
Theme Park World
This is Football 2002
Thrasher Skate & Dest
Thunderhawk: Op.
Time Crisis
Time Crisis 2
Time Crisis: Project Titan
Time Splitters
TOCA World Touring Cars
Tokyo Extreme Racer
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tombi 2
Tomorrow Never Dies
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's S'boarding
Toy Story 2
Tunguska
Turok 2
Turok: Dinosaur Hunter
Twisted Metal Black

U = 21
UEFA Champion League
UEFA Striker
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V = 22
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Vampire Hunter
Vampire Night
Vanishing Point
Vigilante 8 - 2nd Off.
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W = 23
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Warlords (Onimusha)
Warriors of M & M
Warzone 2100
Wave Race: Blue Storm
WCW Backstage Assault
WCW Mayhem
Who Wants 2BA Million.
Wipeout Fusion
Wolfenstein 3D
World Champ. Snooker
World Cup 2002
World is not Enough
World's S. Police Chases
Worms
Worms Armageddon
WRC: World Rally Champ
Wreckless: Yakuza Miss.
Wu Tang:Taste the Pain
WWF Attitude
WWF No Mercy
WWF Raw
WWF Rd to Wrestlemania
WWF Smackdown
WWF Smackdown 2
WWF Smackdown 3 J.B.I.
WWF War Zone
WWF Wrestlemania '00

X = 24
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X-Files
X-Men Mutant Academy
X-Squad
Xtreme G3

Y = 25
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Z = 26
Zelda
Zelda: Links Awake. DX
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Zone of the Enders
Zoo Tycoon

0-9 = 27
007 Agent Under Fire
007: World is not Enough
2002 FIFA World Cup

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